

The meanest fighting machi





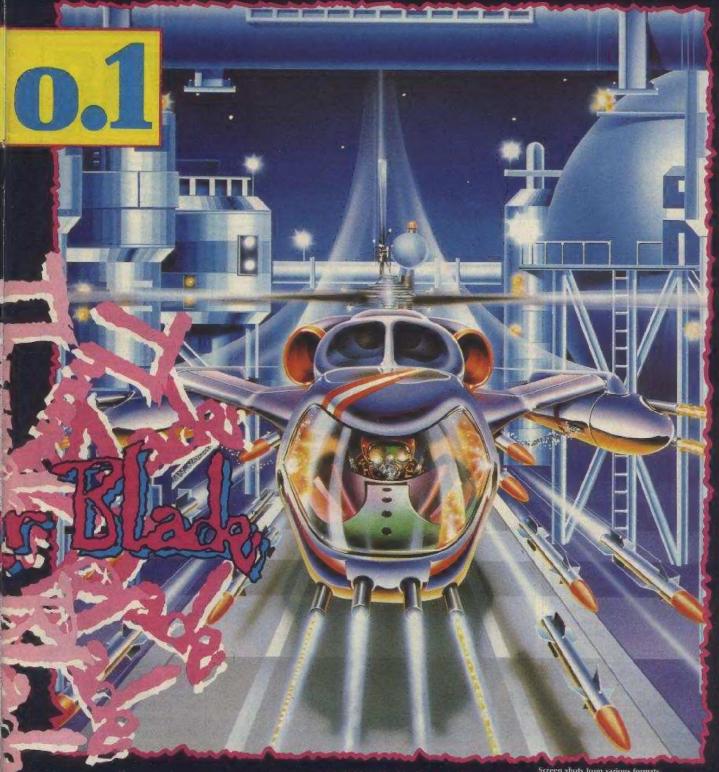


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ANOTHER **SNEAK PREVIEW**

IF day\$>'Christmas' THEN GO TO LINE 2: Merry Christmas and
A Happy New Year to everyone! If you've not finished reading last issue yet, then don't worry! But,
this issue is a real scorcher. The best bit of which is the Penguinised cover and cassette featuring the
second CRASH Smashed Batman and Firebird's Savage. GUARANTEED GREATNESS!!

A thicket of joysticks. From the elegant curves of the Navigator to the blocky angles of the RAM Delta, we put them all to the 'Mark Caswell plays Decathalon' test. After close analysis of the debris we put together the ultimate guide.

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Full story page 78

The year in which budget games dominated the charts and rereleases proliferated: Lloyd Mangram takes his traditional look back over the year that was, 365 days (366 in fact! – Ed) of Spectrum software history, all the Smashes and loads of Hot Shots

Retrospective begins 46



DO IT YOURSELF

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USE THE FORCE and win a JVC Video Recorder and the complete set of Star Wars videos

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PLAY FAIR Or foul to win tickets to Barry McGuigan's next fight and a Mike Tyson video

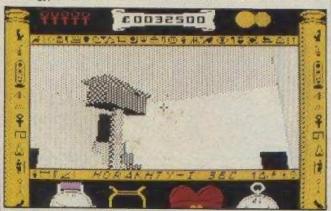
DON'T GET BURNED ... enter CRASH's superb Afterburner competition to win an F-14 (model)

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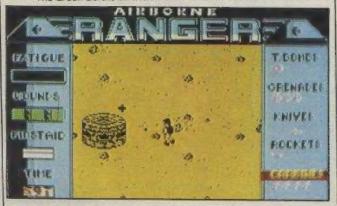
New Year specials . . . SMASHED!

- BATMAN The dark knight returns to the Spectrum
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HOT SHOTS 80% and over . . .

AIRBORNE RANGER The Green Berets on a tactical commando mission





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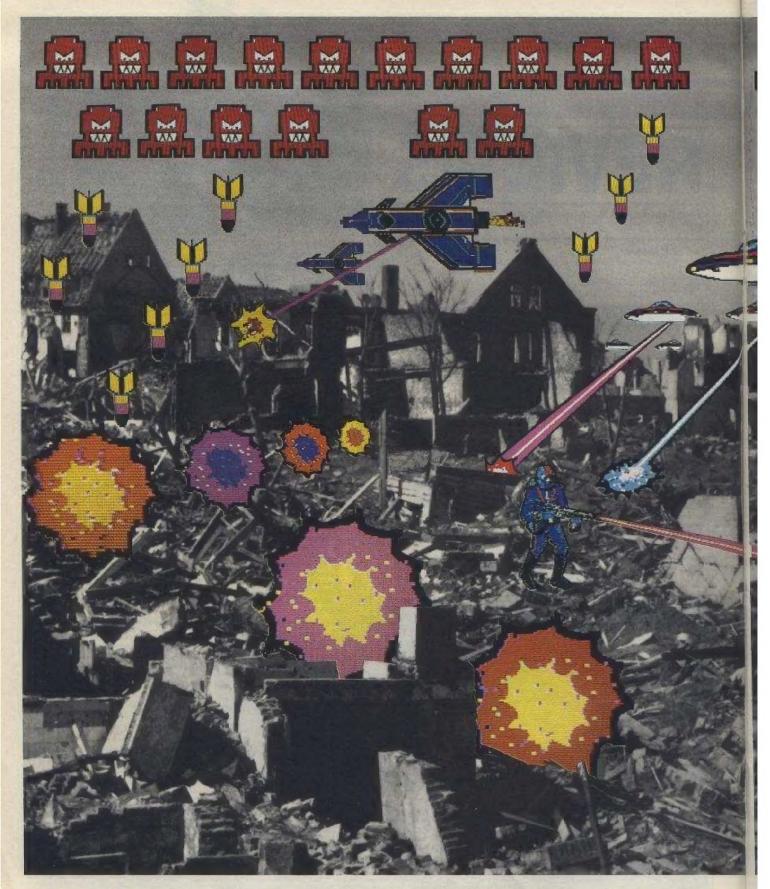
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A NEWSFIELD PUBLICATION

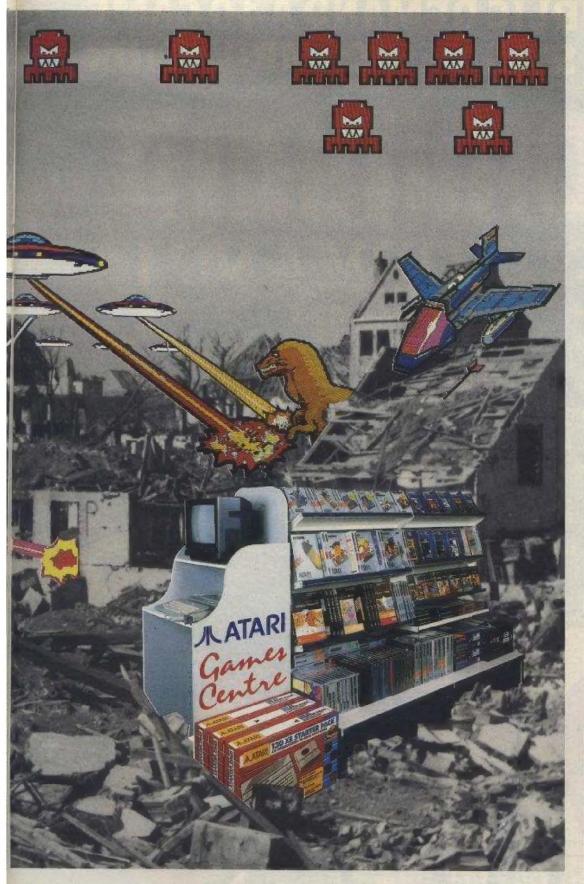


ISSN 0954-8861 COVER DESIGN & BLLUSTRATION BY OLIVER FREY



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UNCLE PIGG GETS THE CHOP

THAT HUMOROUS piggy comic, Oink has sadly been sent to slaughter. Featured in a special CRASH supplement in Issue 42, to promote a Spectrum game that never appeared, the comic has now ceased publication. Apparently public interest had declined to the point where future issues would begin losing money. To avoid this the publishers, Fleetway Publications, decided to call it a day.

Fans needn't be too saddened however since the comic's porcine spirit lives on. The Oink Editorial team are still going ahead with the Christmas annual and yet more tasteless jokes will be appearing in a Summer Special next year. In the meantime Oink's freelance team are working on a secret new project.

CODE MASTERS UNITED

THOSE LITTLE Darlings at Code Masters are all kitted up for their very first full-price release. Called Pro Soccer Simulator it features four football games in one package: street soccer, 11-a-side league, 5-a-side indoor and soccer skills (sounds like a compilation to me).

The move into full-price software follows that of Alternative who

recently announced their new Again Again label. Meanwhile David and Richard Darling have been gaining yet more television exposure in the True Or False' section of the penultimate edition of Network 7, where viewers had to guess whether they were really software producers or not! (We missed the following edition, so we're still arguing about it.)



THE CRASH JINX?

WELL WE'RE not that superstitious here at CRASH, but it seems that whichever company or magazine we mention has an instant curse put on it (perhaps it's that mysterious Samara).

After all, no sooner than Mark Caswell mentioned Oink in last month's comics special than the comic folded (so we dropped the piece). Then Phil King covered French software house FIL in the Eurovision feature (also last issue) and that's in dire straits as well. All CRASH staff have now been instructed to avoid walking under ladders, carry rabbits' feet at all times and never ever mention the number 13 (aarrrgh, I just did!).

NEW JOB FOR PAT

QUESTION: What would you call Postman Pat, if he became a dairy farmer? Answer: Cow Pat. (Thanks, Phil - Ed.) Well don't worry, kiddies favourite Pat hasn't left his day job yet (aithough we're told he staged a one man picket in Greendale during the postal dispute), instead, he's decided to supplement his meagre income by appearing in his own computer game by Alternative, which is promised to appeal to all age groups'. According to the Alternative this is the first licence

ever obtained by a budget house.

A rather more controversial boast is Alternative's claim to be the UK's top software house after topping the Gallup chart (for all formats) many times in the last few months. Hoping for another smash-hit Alternative are set to rerelease Audiogenic's originally full-price Graham Gooch's Cricket (65%, Issue 25). With Gooch now England captain this could be a shrewd move - if the team ever get to tour any where ...



ZEPPELIN SEEK INSPIRATION

NEWLY-FORMED Digital Inspiration have signed a one-year sales and marketing deal with Derek Brewster's, Tyneside-based Zeppelin Games, Under the agreement, Zeppelin will rerelease a number of old **Design Design** games, including Nexor (81%, Issue 33), Forbidden Planet (86%, Issue 26) and 2112 AD (83%, 26).

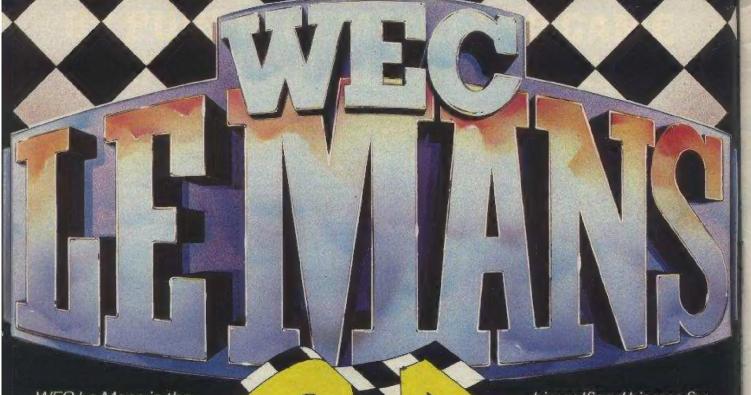
Forthcoming original budget releases will include distinctly budget-sounding titles such as Ninja Space Troopers, Scooba Warriors and Combat Droid Simulator.

A further connection between the two concerns is that Digital Inspiration also have a 50% stake in Zeppelin's new full-price label, Kognito. The move into full-price software by budget companies seems to be all the rage, as are football management games -Digital Inspiration are currently working on one for their lucrative Kenny Dalglish licence.

TRANSATLANTIC INCENTIVE

CHUFFED WITH the all-formats, UK success of its Freescape games (Driller, Dark Side - with Total Eclipse soon to come), Incentive now have their sights set on the lucrative American market. To this end they've recently signed a deal with American

software house, Epyx. This gives Epyx exclusive right to the distribution of the Freescape games in the USA. And things are certainly looking promising – *Driller* has already received haif a million dollars worth of advance orders in the USA.



WEC Le Mans is the 24-hour world endurance championship. All other races pale in comparison. No other race challenges a driver, physically or emotionally, as WEC Le Mans 24. The racer must push

himself and his car far beyond limits required by any other race. He must use his sixth sense as he becomes one with a machine which is perilously insensitive to human frailties.



WEC Le Mans is not a game – it is the ultimate driving experience











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SNEAK PREVIEW TAPE

Still haven't decided what to splurge your Christmas cash on? Don't believe *Batmari's* as incredibly fantastic as we said? Well, hold on fast to your cash as CRASH takes you on a roller coaster of arcade action with two amazing, fully playable demos.

BATMAN

OCEAN

Ocean's dynamic duo

Gotham City's most famous vigilante returns to the Spectrum in Smoshing form (see page 14). The most compelling arcade adventure we've reviewed for ages, it's kept Phil King glued to his +2 ever since it came in. Amazingly it includes two complete adventures. The Penguin causing a flap on one side of the tape, and The Jokers's fatal farce on the other. While the denno won't let you solve any crimes, there's still plenty of puz-

zles to baffle you while you search for clues in the Batcave and Gothorn side streets. The latter are busy with the comings and goings of various thugs, including one diabolical super-villain, so it's a good idea to get the batarang as soon as possible.

Out soon for £8.95 on cassette and £14.95 on disk the quest for truth, justice and the American way starts here...

SAVAGE

FIREBIRD

A manic fighting frenzy

As one of the most spectacular games around, this three-part arcade game went straight into the Microdealer charts at 15, its three multiloads offer three distinct gamestyles The first load has Savage fighting through an army of castle minions and glant guardians. After that it's a high-speed, first-person perspective trip through Death Valley doaging through all sorts of monsters. Load three returns to the castle where an eagle has to be guided through numerous traps in search Savage's kidnapped girtfriend. Out now at £8 99 on cassette, programmers Probe Software consider it one of their best games ever (well, they would, wouldn't they?)

The demo features a completely playable portion of the first load, finishing only after one of the dragon guardians have been killed Reviewed just last issue this is the most colourful demo ever.







Producer Game Busters Bat in bal £2,99 cass Author Imagited

or the uninitiated, TRAZ stands for TRansformable Arcade Zone, Why

Transformable', you ask - well, because this is one game which you can alter to your heart's content, due a great construction kit.

The basic game is Breakoutit's all about knocking out coloured blocks by deflecting a tiny ball with one or more bats. Some of these blocks release question marks which have an unpredictable effect on the bat, speeding it up or even making it go round in circles. Some types of block are indestructible though, while others are transparent and alter the path of the ball as it travels through them. Monster generators create nasties which hover around the screen deflecting any balls which hit them. If all the balls are lost through traps at the bottom of the screen, so is one of your three lives. Complete a screen and one or more exits

position of the ball. Up to 64 different screens can be created and saved to tape. Screens are linked by definable exits, and once you've created a whole set you can play the game proper. Or if that sounds too exhausting use the predefined set of screens.

Although there are undoubted y better Breakout variants around, the way TRAZ allows you to design your own screens makes it much more fun. In fact, just as much amusement can be had fiddling with the editor as in actually playing the resulting game. But for the budget price, it represents a great deal.

PHIL 78%

MARK The playing areas colourful, and the action is certainly fast with screen after screen full of bouncing balls and weird monsters. The screen edit facility is a good idea, not exactly novel but it's great fun and simple to use (even for me). With the amount of Breakout games on the market I don't think TRAZ would be a big hit if full priced. but at a budget price you'd be daft to miss out.

84%



▲ Designer Breakout with TRAZ

appear. Only when all the screens have been visited is the game over. In addition, a twoplayer mode allows a daring duo to play simultaneously, taking control of one bat in turn, or two or more bats at the same time, switching bats every so often to mutual confusion

All the block types and traps can be moved around via the designer to create new screens. Also, any number of vertical and/ or horizontal bats may be placed onscreen along with the starting

THE ESSENTIALS

JOYSTICKS Cursor, Kempston, Sinclair SOUND nothing more than the odd beep OPTIONS one or two prayers. Design your OWN SCREENS

/0/ GRAPHICS /0 Mostly simple blocks, but col-our is used well 0/ PLAYABILITY

Olmproved by the fascinating

80% ADDICTIVE QUALITIES O Designing your own screens is amazingly compulsive

OVERALL 81%



Dangers in the nether regions



o a world far different from our own, you take the part of a spaceship pilot who has

accidently warped into a hostile your trusty laser though, and the monsters can yield some very useful items when shot. Demon killers are self-explanatory as are brick smashers, but occasionally a question mark appeals which can bestow an extra life, invulnerability. uncontrollability or reverse controls (nasty).

Each level has a set amount of



environment. To escape you must collect enough of the local currency, diamonds, to escape.

The game is made up of various levels, you have the choice of starting on the first, fifth or ninth - and I definitely advise the first for beginners This eight way scrolling world is filled with dangers. Demons spit deadly bubb es into your path, alien generators spew out monsters and goat's heads spit acidic blood. You've still got

diamonds to be collected, very little time to collect them in. Hourglass objects can extend the time limit by 30 seconds if collected, but diamonds are always hard to find, let alone collect. On many levels tortuous mazes are created by strange alien structures, such as huge spikey globes and big skulls lurking among the walls.

Occasionally a secret door can be found in a wall which will give you access to somewhere previously blocked off, more





The first thing that PHIL strikes you about Netherworld is the amazingly noisy 128K ingame tune which isso distorted, it sounds like a computer version of the Jesus And Mary Chain! (Who? - Ed.) I suppose it's better than complete silence. The gameplay's the thing, though, and the concept is beautifully simple - and highly addictive.

All the graphics are welldrawn and surprisingly colourful (so much so it doesn't look a like a Spectrum game at all). Unfortunately the price of this is some distinctly jerky scrolling, but even this minor technical flaw can't diminish the gameplay. Netherworld represents an intriguing twist to the collect-'em-up theme and as well as being instantly playable, is deviously addictive.



▲ 78 seconds to get 16 diamonds – can you do it?

common are transporters to zap you from A to B. Ten levels of norrific happenings stand between you and freedom, so run like hell, because perhaps that is where you are.

Don't be fooled by the pretty graphics - gameplay is tough. But after several tries you quickly learn the best way to deal with the various problems that arise. Collecting enough diamonds to enable you to warp the next screen is difficult enough, but the added aggro of a timer is nailoiting stuff. Take a good look at Netherworld, and pray that you never get lost in such a place.

MARK 90%

GET DOWN TO THE

▼ Diamonds are a flendish allen's best friend



THE ESSENTIALS

Joysticks: none

Graphics: large, colourful demons and skulls etc, but the scrolling of the play area is a bit ierky

Sound: weird, distorted ingame 128K tune plus some nice spot effects

General rating: another fine game from Hewson and a great conversion from Jukka Tapanimaki's or ginal C64 game

Presentation	83%
Graphics	87%
Sound	78%
Playability	87%
Addictive qualities	85%

OVERALL 88%

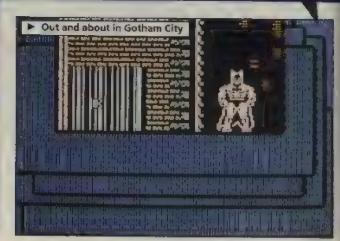
BAT MAN

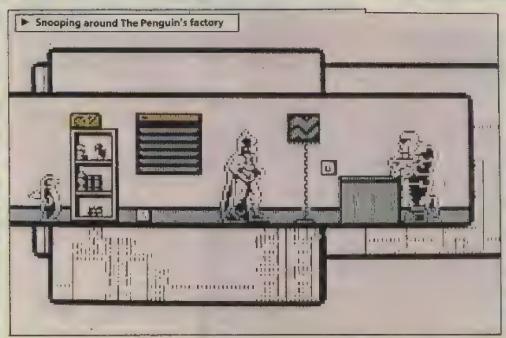
Holy cow, Batman - we've been digitised!

Producer Ocean/Special FX
Bat-deliars £8.95 cass
£14.95 disk
Author Jonathan Smith,
graphics Charles
Davies

he caped crustole doesn't seem to have aged well on the Spectrum. First them was Jon Ritman and Borran Drummond's isometric Batman (93%, Issue 28) arcade adventure which, while a great game, featured a distinctly plump superhead fror the new game the hero's thankfully slimmed down, but now he's started misplacing his trise leath!

Batman's old opponent have yet to sit back and meekly start collecting then old age pension, though. No The Panguin and The Joker are back to playing haves with

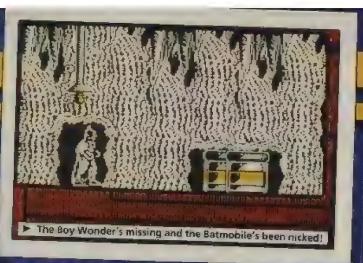




Guttum City again. The criminal misdeeds of the troublesome two forms fill are game each, with The Penguin's A Bird in The Hand on one side of the tape and The Jaker's 'A Fifte Worse Than Centh' on the other. Holy betvalue for enemy finers Batman.

In the area adventure 7 in the area at a the top hat with an umbraile and silly laugh) has come us with a new plan to take one the world. Only willianaire Bruce Wayne, alian Battmacon foit this evil scheme. Kerpowing and biffing his winter the penguin-producing factory, he can halt production by destroying the master computer.

A more partient, concert provides Batman's motivation to the second same - Robin



the been killnipped (again).
The only clue is a playing care
left incide the Batcave – the
tradement of the eril Jokes
Under close examination it
gives a vital clue to the Eox
Wonder's whereabouts.

Only by using his skill end considerable number of 'Belimplements can Batman de his obligatory good deed for his obligatory good deed for his obligatory good deed for section begins at the famous Batcave, with Batman gracefully sliding down from his maneion shows. Clues and a variety of user, have can be found by a careful search of all the research the Batcave.

But while life may be sare nere, it's only by venturing outside that the dastardly orimes may be solved. Once outside Batman faces a horde

PUT IN TO BAT

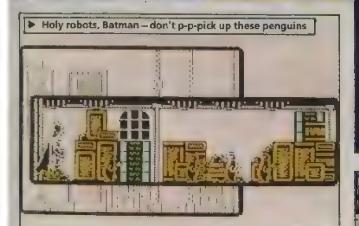
- Search the Batcave for useful objects before venturing outside.
- Use the Batarang to stun the henchmen.
- Save the red nose for emergencies (it makes you invisible).
- Read the captions which appear at some locations – they contain cryptic clues.
- Don't over eat: save food for when your energy is low.
- Experiment with various objects by trying to use them in different locations.

Not content with having a hit Smash game with the first Batman, Ocean have made another. And why not when it's as good as this? The game is set out in a comic book style with hints on what to do appearing in the corner of each screen, similar to the descriptions of places in comics. The graphics themselves are excellent, cartoon-style and full of detail, even down to the King Kong swinging on the Empire State Building in the background! The puzzles are not too difficult to fathorn, with the little hints helping a great deal but not spoiling the game too much. Ocean have made a fantastic job on Batman and being in two parts you get excellent value for money. Brilliant!

NICK 93%

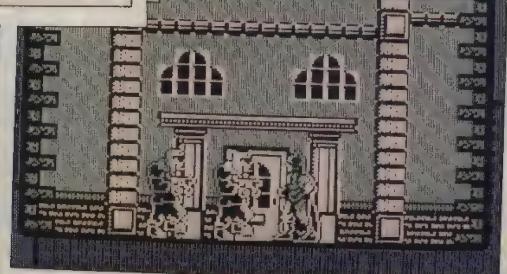
Fighting thugs outside The Penguin's mansion

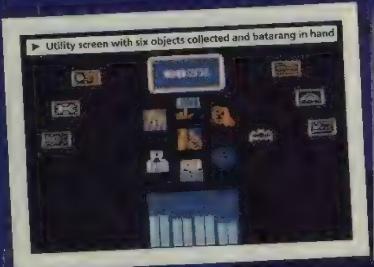




of heaty thags and mechinegur-toing herchmen. These can be dispetched by a bit of Batboxing or by throwing the Batarang at them. Get careless and your energy soon drained by a half of bullets. Energy can be restored by eating if you find some food in time.

tind some food in time.
Objects collected are a second by precent fire and down. A simple icon, system allows objects to the be used or dropped. It's also possible to turn the scand and off, alter the background.





- for a write at least.

All the action takes plan true comic back style: each new location entered is everlaid on top of the pres ones, and se they are of varying sizes, this creates a sort of comic strip patchweds effect. Balman himself is animated in great detail, h cape flowing as he welks around an equally detailed play area (both outside and inside buildings). Colour is used well in the background cleverly avoiding a lot of attribute clash, while creating an atmospheric environment for the fascinating gameping

Batman is not just tachnically impressive, but is also an immensely playable playing area and plenty of devices puzzles to solve. In my opinion Batman has really captured the spirit of the comics and TV series making it an essential purchase. Whatever you do, don't miss to PMM. 9.3%

THE ESSENTIALS

Joyatiska: Cumor Fermosto. Sinclair

Graphics: suports accretion accretion accretion to out in an excellentiti scene of the one than the

Some near, bashing socrefic in but no enhancements on the 128K machines

Option a: definable rays scenarios to play

Constall rating: a finally monact accade edventure which is sure the best comic licence averyou'd be bathy to miss it.

Presentation	914
Graphics	91%
Sound	88%
Playability	9.2
Addictive qualities	91%

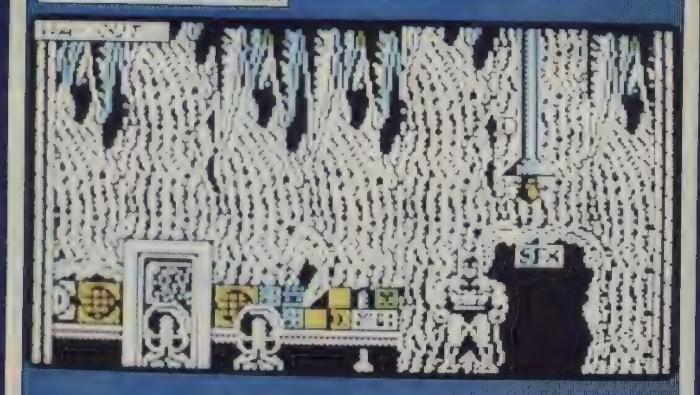
OVERALL 93%

paper solow and event choose between monochromatic graphics or glorious colour (athough there's a small amount of clash). The key to succeed either of Batman's crimobusting adventures using objects at the right place. Useful items range from keys (for unlocking doors) to a red nose which is so silly the when Batman wears it he becomes perfectly disguised.

MARK distining to one or my ferourite come book which have and it's great to see a game that is set only very playable, but also makes a serious attempt to do using to the character. The Batman spirite is great, he really tooks and movies just like the guardian of Gotham City. The baddies are a real pain in the behind, not to say foce, chest and anywhere cles they frequently manage to hit, but Batman carribe stopped. No his light for truth and heating move on, through care over lifter game over.

Some of the succios need row whereit with right solve; as to the uses for some of the collectable objects, like the tollet roll. One thing that requires little consideration is whether or not to buy this. Believe me this is prillient and will appeal to been former from and a roses-players generally.

Looking for Batman's false teeth in the Batcave





y o'd Si win istermeterministerminis

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Do some hacking with your Spectrum



rax, like all the best baddies, has more lives than a cat. A year after his apparent demise in the original Barbarian (85%, Issue 41) he's returned to menace respectable, if only partially clad people again. Naturally, Barbarian sets out to finish his task, but after his mistake last time Princess Mariana has taken up arms herself. At the start of the game the player is given a choice of which of these two to control for the rest of the game.

Drax has gone to ground in the deepest depths of his monsterfilled castle. This is made up of four multiloaded levels (one big load on the reverse side of the tape with music for the 128K). The first level is set just outside the castle, while the other three take the player inside. Each evel has its own distinctive background graphics and superbly animated monsters. The latter range from leaping panthers and aggressive apes to dinosaurs which can bite your head off. Our hero and heroine are hardly wimps though, they've got a devastating range of combat moves including the notorious 'web of death' which

beheads opponents.

Like Drax they've also more lives than average - five in fact! - plus an energy bar at the right of the screen. When they encounter an enemy, a bar appears on the left to show the creature's energy. Unlike the previous game simply killing opponents isn't enough, instead you've got to find two magical

objects located somewhere in the smallish maze of locations on each level

While colour isn't as used as cleverly as in the original, animation remains excellent and the increase in the number and type of opponents adds some particularly vicious new elements. Despite the arcade adventure format, the game's still essentially a beat-'em-up and tough enough that the multiload is more an occasion for celebration in reaching a new level than a drawback. My only reservation is that the gametype is a little old now and there's little dramatically new here.

MARK 79%

GOING FOR A SLASH

- If you keep a good rhythm going when beating up a nasty you can soon dispose of them,
- Keep well away from the big pits, it's easy to fall down them by accidenti
- If the action in a particular screen is getting slightly hot, exit then re-enter - the monster will be back where it started but its energy won't have increased
- Kick the meanies which look like Phil's hovering sheep!

Barbarian II seems to have taken the reviewers' comments on *Barbarian* and improved on the original to produce a great slice-anddice game that all fans of the original will love. The main complaint with the first game was the lack of variety in the sprites. This has certainly been put right here with a huge range of tough new enemies. A pleasing followup to one of the best beatem-ups of 1987, maybe this is the best of 1988?

NICK 83%



A panther pounces on Level Two

Watch the blood flow in another violent slash-'em-up

Now here's a sequel that stands out on its own merits. The original Barbarian was great hacking fun but underneath all the gore was basically just a beat-'emup with swords. Conversely, Barbarian If puts the emphasis on arcade adventure. Combat with a variety of weird, wellanimated monsters is fun but mapping's essential to success. Barbarian II is an interesting hybrid of beat-'emup and arcade adventure which is challenging enough to hold your interest for a long time, even though the combat eventually proves a bit repetitive.

80%

THE ESSENTIALS

Joysticks: Kempston, Sinciair Grephics: the large sprites are well-animated, although sometimes difficult to distinguish on the monochromatic background Sound: 128K tune, hitting

Options: play either the barbarian or the princess

General rating: an epic secuel which is really more of an arcade adventure than a beat-'em-up

Presentation	80%
Graphics	83%
Sound	38%
Playability	79%
Addictive qualities	77%

OVERALL 81%



BEWITH



CR



Invade countries even smaller than Grenada!

Producer MicroProse Green berets 29.95 cass £14.95 disk Author Canvas

ou're one of the elite, a member of the US Army's Airborne Rangers, last in action spearheading the invasion of Grenada. Each and every Ranger is expected to have the diplomatic skills of Sylvestor Stallone, the muscles of Woody Allen and Dan Quayle's combat experience or something like that. Naturally you're the best of the elite and the automatic choice for 12 dramatic missions pitting just one Ranger against enemy hattalions.



The scenario and overhead view may suggest just another Commando-type shoot-'em-up but open the attractive box and you're faced with a 34-page instruction manual, About half of it is a history of the Rancers, but the rest is crammed with game

MARK My first few MARK attempts at Aurborne Ranger were rapidly terminated by either enemy troops, gun turrets or landmines. But once l'd learned stealth with a knife gets you further than blasting everything in sight, I finally found some success. After that, trying to complete the other missions was quite compelling. Presentation is effective, with some nice monochrome graphics. Although my first feelings towards Airborne Ranger were ones of frustration, a bit of time and effort does pay off. A game which needs careful thought as well as great firepower is revealed.

details.

There are, for example, three different terrain types; temperate (like Central Europe), desert (heat Increases fatigue) and Arctic (takes are covered with thin ice). Missions range from simply destroying a munitions depot and photographing secret aircraft to freeing hostages. Extra points are given for the amount of damage inflicted, but on several missions stealth is essential. Each mission has a rigid time limit, after which the aircraft sent to pick you up leaves for home. To get to the pick-up point you * can walk (restoring lost energy), crawl (especially in ditches to avoid being seen) or run (draining energy). Modes are switched between by keys and there's a useful keyboard overlay. Also selected by keys are weapons including a rifle, hand grenade, LAW rocket and time bombs. A cursor, fixed at the point the ranger is facing, helps aim these. If you're hit yourself, a first aid kit can remove one injury - take three untreated hits and you're dead. Extra ammunition, and first aid kits, can be picked up by supply canisters you drop over the compatizone at the start of the game.

This is, potentially, an excellent game with a first-class mix of strategy and arcade action. Unfortunately every time you die you must reload the mission you're on. When you're just getting started this is exceptionally initating, especially as the multiload is otherwise excellent, clearly

FATIGUE OF EMPLES! CHANCE FRIVES FICCI ETS STAIL THE FIRST THE Q L

Rushing a machine gun nest on yet another special mission

LOST IN THE FOREST?

- Drop your supplies over the areas where you're likely to need them.
- Stay in the trenches as much as possible.
- Remember supplies weigh you down, increasing fatigue.
- Use rockets to destroy large enemy installations even when they're off screen.

Mmm . . . an interesting twist on the Commando theme. The multiload is, of course, simply inexcusable but the rest of the game is quite good; killing the enemy and ducking into a nearby trench is mildly addictive. A good geme for a while but not up to the usual MicroProse standards.

HICK BO%

showing what's either loading or passing by. Once you become better at the game, and can survive longer, the problem is obviously reduced. In fact, the easier missions can soon be completed with abit of patience and planning. (There is an option to increase their difficulty.) Successive missions then build up a cumulative high score until you lose your life. Graphics, by RoboCop's Dawn Drake, are generally good and scrolling is

fairly smooth - sound is minimal however. An innovative and original game this is well worth considering.

TUART 84%

THE ESSENTIALS

Joysticks: Cursor, Kempston, Sinclair

Graphics: well-drawn sprites and fairly-detailed monochrome landscapes

Sound: quiet, informative

Options: definable keys. Choice of mission and difficulty General rating: a very compe tent and unusual simulation which has long-lasting appeal

Presentation	78%
Graphics	77%
Sound	45%
Playability	82%
Addictive qualities_	83%
OVERALL 8	2%

Air-dropping supplies over the enemies' fortifications





THE PROTOTYPE HAD JUST ONE FEATURE TOO MANY.



MW 7451 TWIN TAPE, HIGH SPEED DUBBING CONTINUOUS PLAY, AUTO REVERSE, 4 BAND RADIG, SYNTHESISER TUNER, 20 PRESETS, LCD CLOCK AND AUDIO TIMER



EXPLORATION OF THE COSMOS Can you live with the reality of mahan - the 21st THE REAL PROPERTY. ACCESS



Producer Domark
Precious objects£14.95 cass
£19.95 disk
Author Oxford Digital Enterprises

aking Trivial Pursuit into space for yet another sequel seems a rather desperate measure, but there are loads of new questions and the gameplay's been tweaked. The game begins on Earth, sometime in the future, when the creaded 'greenhouse effect' has poisoned the atmosphere. Your mission is to search out the only other known planet that can support human life - Genus 2. Of course there's a hitch, the Elders of the planet will only allow humans on the planet if they collect six objects, won by answering trivial questions.

You start the game by being asked to select the number of players (up to six) and set the question timer. Characters, or pieces, are allocated and then the questions begin! If successful you're allowed to board your laser-powered rocket to race around space for those vital objects.

There are six categories of questions, Entertainment; History; Science and Nature; Sport and Leisure; Art and Literature, and Geography. In addition there's six galaxies, each with fifty planets and one object. Unlike the original there's no dice effect and players can choose to land on any of the fifty planets of their level. Questions are random and their type doesn't vary according to the planet's colour. Players take it in turn to test their skill and keep moving until they get a question wrong. Questions must be



Let's get quizzical – and no cheating!



▲ Well that's an easy question, isn't it?

answered verbally in the presence of friends, and when the answer's displayed you're asked to honestly input if you were right or not. If you find an object and answer the question correctly you're automatically warped to the next galaxy. Once

NICK The fun thing about the *Trivial Pursuit* series of games NICK is the excellent way the questions are presented to you. A New Beginning has cute aliens that walk on screen to ask you things, and the six players all get their own little animated sprite. Similarly, the backgrounds are all detailed and generously coloured. The questions range from easy ones that even I could answer to real puzzlers that had Lloyd in a tizzy. So whatever your abilities, there are questions for you. And as well as the normal text questions you get graphics and sound questions. This is a great follow-up, even if it is a little expensive.

▼ CRASH's banana obsession returns

all six objects are found it's on to Genus to stand the final test.

For all the futuristic glitz this is actually quite a simple game and easy to pick up. As with Trivial Pursuit (91%, Issue 33) it's best played with a few friends since it's so easy – and tempting – to cheat. On the plus side, 15 blocks of multitoad questions offers a huge challenge and lastability. While I don't usually like trivia games I enjoyed this one and recommend it for the long holidays.

MARK 86%

BRAIN OF BRITAIN

Read loads of encyclopedias.

 If your opponent (in the same galaxy) has just got a question wrong on an object planet rush there to get it yourself.

 If your opponent reaches the final, winning question, chaose his/her worst category for it.

off your opponent is always winning, distract him by turning the computer off!

OK, you could say that this is just a remixed version of the previous Trivial Pursuit, but I think it's an improvement. In the previous version it was too easy to get questions on your favourite subject, but in the 'remix' you can't really do this, and unless you're fred Housego you're bound to get some wrong. So gather family and friends round the log fire and instead of watching Terry And June, learn some interesting facts with this fascinating quiz game.

PHIL 81%

THE ESSENTIALS

Joysticks: Kempston, Sinclair Graphics: weird talking aliens ask the questions on a variety of colourful backdrops

Sound: squeaky effects and some beepy tunes, essential for some music questions Options: definable. Up to six

General rating: one of the best quiz games around which contains plenty of questions for long-lasting appeal

Presentation	80%
Graphics	78%
Sound	65%
Playability	83%
Addictive qualities	81%

OVERALL 83%

Was the tree this grows on originally called the banano, banana or nabana tree?

450CCZT SIMULATORS

A quadruple quantity of footy fun

eviews

ode Masters' first full-price game is actually a package of four games. As well as the typical 11-a-side game, there's also street soccer, indoor 5-a-side soccer and soccer skills.

The first three involve playing a match in various surroundings. Each scrolling pitch is viewed from overhead, but at a slight angle for a pseudo 3-D effect. One player is controlled and if in possession of the ball, dribbling is automatic. Control of a player can either be manual (by moving a marker over the desired player) or automatic (the computer selecting the player nearest the ball — although by pressing fire, it changes to the next nearest).

Unlike Match Day II, there's no 'kickometer'. Instead, the

MARK I'm not a great one fact I hate them but this isn't too bad. The porky footballers thunder around the pitch very well, and certainly put the boot in. But if you get bored with the footballing action you can test your fitness in the gym with a grueling training session. Not a brilliant game perhaps, but certainly well-programmed and bound to appeal to football hooligans everywhere—see Phil's comment.

60%

strength of kick is determined by the direction and speed of the player. Movement of players is also made more realistic by the inclusion of momentum, so if running fast in one direction they take time slowing down before turning.

Another unusual (but realistic) feature is the ability to foul players by tackling them from behind Wimbledon-style. Luckly, in both the 11-a-side and indoor games, a trusty referee is on hand to award free kicks and penalties. But in street soccer, fouls result in arguments between the teams, portrayed

by speech bubbles! Another unique feature of street soccer is the makeshift pitch, namely the middle of the high street! Obstacles such as walls and even a car, can be used to bounce the ball off — this version also brings a new meaning to the phrase 'fouling on the pavement'!

Producer Code Masters Gold Football boots £ 8.99 cass Author Peter Williamson, animation by Sean Conran, music by David Whittaker

Another novel feature is that up to four players can play simultaneously two per side (three can also play: two on one team against another single player). And if you don't think you're fit for the match, you can do some hard training in the soccer skills game. Events include dribbling around cones, penalty-taking and goalkeeping. You can also lift weights and do various other exercises in a race against the clock.

All in all, although matchplay isn't quite as fluent or varied as in Match Day II, four games in one represents very good value for money—and what other footy sim offers four-player action?

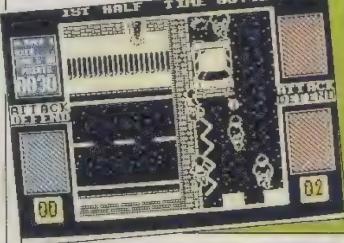
PHIL BO%

IF IN DOUBT ...

- ... kick it out. Unless, in indoor or street soccer, when you should bounce the ball off the barrier/fences to confuse the opposition.
- If you're winning, play defensive to preserve your lead.
 - Try playing with manual/ automatic selection to see which you prefer.
 - Don't ask Bobby Robson for any advice!

The first in Code Masters' new series kicks it off to a good start. All four games are excellently implemented with detailed, monochrome sprites and backgrounds, plus the odd splotch of colour between games. There's the usual Code Masters jolly music and plenty of sound effects. What I liked best, though, was how the kids argued after a foul in Street Football with comic-strip expletives deleted. A worthy alternative to Match Day II.

NICK 8-4%



THE ESSENTIALS

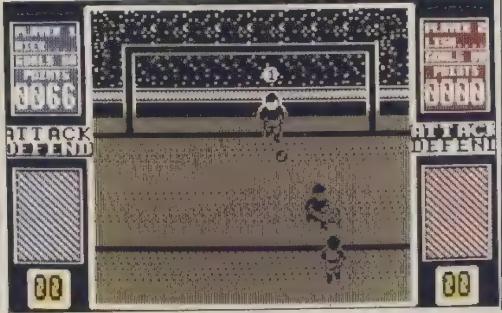
Joysticks: Cursor, Kempston, Sinclair

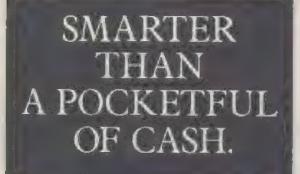
Graphics: smoothly scrolling pitch, with four very distinct sections

Sound: an assortment of suitable tunes, effects and the essential ref's whistle

Options: manual/auto player selection. Up to four players can compete simultaneously General rating: with essentially four games in one, this is excellent value for money

Presentation	77%
Graphics	79%
Sound	75%
Playability	75%
Addictive qualities	73%





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Chewits

Chewits

Chewits



Producer Grandslam Secret settlement £8.95 cass £14.95 disk Author Source

ould-be master-spies draw the blinds, turn up the radio and pay attention. Espionage has arrived on the Spectrum and it's Ideal training for sending Bond, Smiley and Co on special missions. The objective is to get some vital microfilm back to base. One to four people can take part, with the computer filling any suspiciously empty seats.

The game board is a grid, with black, mpassable squares. In the board's centre are four microfilm canisters, which can be obtained by Couners (each player has six) and Secret Agents (four each). Each player a so has two Surveillance Agents. Couriers move diagonally, Surveillance Agents move parallel to the board lines, while Secret Agents are able to move in either of these two modes. During a turn a player can move their selected agent. any number of spaces in a ferward direction, but obviously carrismake turns or anything like that. Killing an enemy agent is done by maying you him by one space - back is against wall be killed.

the stan of the came there s a special period called 'detente where players take turns to distribute their agents around the board. Agents can be put anywhere, and cannot be taken, Once this stage finishes it's a race to get the most microfilms home, fastest, while bumping off as many enemies as possible. Money is awarded for microfilms and assassinations and the game finishes when all the microfilms are at a home base, If a couner is taken while carrying the microfilm the 'assassin gets the film, whatever type of agent he is. To avoid this you should Exchange your microfilmcarrying agent with someone at home base. Any two of your agents can be exchanged at any

The computer game presents only a section of the board, but it's over half of the board and can be easily scrolled to show other parts. There are eight options: Zoom (close-up view of board), Pause, Hint (computer suggests move), Quit, Help (text reminding you of game objectives), Computer Makes Your Move, Last Move (shows what this was) and Sound On/



Spy-fi chess for wannabe Peter Wrights everywhere



Editor, Writer, Tipster, Spy

First impressions of the rulebook are daunting, but it all becomes obvious enough while in play. Definitely the best way to play is with a couple of friends preferably as inexperienced at the game as you - but if you

want, the computer can offer some tough opposition. Espionage is a good strategy game that is fun to play for everyone.

MARK 81%

UARTHaving played the board game I found the computer version something of an improvement, with the overhead plan view easier to make sense of. Also the computer opponent is both fairly fast and intelligent. Gameplay is good, but the crucial detente stage is a bit dull while the Exchange option can make things a little easy. While certainly nothing to compare with the classic simplicity/complexity of chess this is a novel and involving game.

81%

THE ESSENTIALS

Joysticks: Cursor, Kempston, Sinclair

Graphics: trny pieces move around a scrolling board, while the Zoom option magnifies a certain area

Sound: a catchy, Bond-sounding title tune, but merely informative beeps during play

Options: any combination of four computer/human players can compete. Play to time or finish. Change time limit for each move General rating: a very good conversion of the intriguing board game, especially interesting with more human players

USING YOUR INTELLIGENCE

- During detente out at least one of your couriers near the centre, ready to take the microfilm.
- Try to position most pieces near walls, to make them harder to take
- Take one piece back to base, so that when you get the microfilm, you can simply exchange the two pieces for an immediate safe return to base.
- Don't play against cleverclogs Stuart!

This is great fun, especially with lots of human opposition. The whole revolves around chesa- and draughts-like moves and is therefore very easy to learn. However, the ating in the tail' is the way that any two pieces may be eltering exchanged, whole strategic picture in a single turn. Espionage is a very competent strategy game which is easy to get into and hard to stop playing now how can I get that microfilm back to base? PHIL 82%

Presentation 81% Graphics 74% Sound 65% Playability 82% Addictive qualities 79%

OVERALL 81%





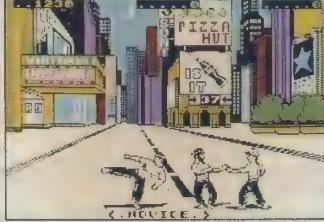
Yet more karate capers

Producer Firebird
Bandages and ointment £7.99
cass
Author Beam Software

tter the original Way Of The Exploding Fist kicked off a whole new genre of games we now have the third, with the appropriate innovation of adding a third player.

Once the game starts you have sixty seconds to beat the living daylights out of your computer or human opponents. To do this you've a quite lethal array of moves, plus a cartwheel to get out of trouble. When a human player is knocked out of the bout, the computer takes over. But at the end of every two bouts the surviving players are sent onto a bonus screen. Here each player is individually faced with a dere ict building and a cursor. As various monsters pop-up you must hit them with a shuriken star to stop them rushing you. There's 250 points for each hit and no penalty when you die.

Sad to say Exploding Fist + did little to impress me, while graphically oxay, gameplay is very I mited. Both the beat-'emup and shuriken star screens prove repelitive quickly. In one-player mode the game is very



What do you have to do to get a take-away around here?

simple, with the computer opponents tending to attack each other, leaving me to strike whilst they weren't locking. If you've got two friends then things obviously improve, but only for a while and it's unlikely you'll return to it often.

MARK 61%

PHIL well this is a bit of a brilliant IK+, I thought we'd seen the end of karate clones for a while. But no here's another, with the unique feature of a three-player option. Certainly it needs

some novelty factor since like many of these games there's a bug where one repeated move can always defeat the computer players. Two- or three-player games are alightly more fun, but deapite this, and the smooth animation, — is finally just another mediocre clone.

THE ESSENTIALS

Joysticks: Cursor, Kempston, Sinclair

Graphics: the fighters are fairly well animated, but there's only one backdrop for the combat **Sound:** beepy, oriental title tune, but merely bashing spot effects during play

Options: up to three players can take part

General rating: even with the three-player option, it's nothing special

Presentation	61%
Graphics	65%
Sound	55%
Playability	54%
Addictive qualities	50%

OVERALL 54%

Producer Imagine
Price of beneaus £7.95 cass
£14.95 disk
Author Sentient

icensed from the Shin Nihori Kikaku Corp (or SNK for short) (and I can see why – Ed) this is the third in the Ikari Warriors trilogy. After the futuristic combat of the still unconverted Victory Road (also to be produced by Imagine) this game takes place in the present day. The location is a tropical island where the people are oppressed by an evil tyrant (and no, it isn't the UK). Aiming to liberate the country is a battle-hardened mercenary (plus friend in two player mode).

Of course, no sooner than you land on the island's beaches than a horde of government troops open fire. Moving surpris ngly spritely for someone with 50 grenades in their back pocket, plus an infinite supply of bullets, you return fire. Be careful not to hit hostages though, that loses you 500 points, while walking over them earns 1000 points. Also to be watched out for are the various glowing special weapons, which can be collected, and tanks. Carelessly left with the key still in the ignition these can be commandeered for a while, but watch out for mines!

At the end of each of the five levels there's a special baddle,

A bring amount of any com-

his month sees two new releases trying to put a new twist on the basic, TV quiz format, with the budget release the most innovative.

The basic setup has a board with two to four opponents taking part, each with four warriors in their own corners. Initially all of a player's warriors are at level one (difficulty) except a single level two character. The computer then goes around the players in turn, asking them to select which warrior they want to move, then presenting a multiple-choice question of the category indicated by the square the warrior's on. (The four categories are general knowledge, sport and leisure, science and technology, and history and geography, each represented by a different shaded square.) If the question's answered correctly within the

I GET A KICK OUT OF YOU

 In the one-player game, go to the left hand side of the screen and kick the computer fighters as they approach you.

Use the 'cartwheel' to avoid trouble.

 Try to sneak up behind your opponents and catch them by surprise.

 In the bonus round, always alm slightly above the heads which appear for a certain hit.

Groan! Not another one! There's an oriental tune at the beginning and punching effects in the game to add a bit of spice, but so what? Similarly unexciting is the bonus section. Apart from the addition of the three-player option this seems timewarped out of another era — best forgotten.

NICK 42%



requiring appropriate tactics, to dispose of. Simply getting to the first of these is no easy task. Enemy troops are both numerous and heavily armed. Given this difficulty of play, unexciting presentation and unoriginal gameplay this is a distinctly average release.

MARK 58%

Ikari Warriors wasn't PHIL too bad a game concept, so an improved sequel had to be good news, hadn't it? Well, sound's good, with nice explosions and some tuneful 128K music, but the graphics are poor, with a dull, monochromatic playing area. The real problem, though, is the dubious collision detection and the way you can get trapped behind a fence forcing you to restart game. This is still a fairly playable game, but could have been much better.

63%

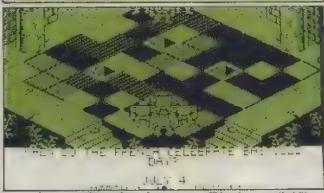
JUNGLE JAUNTS

- Memorise the patterns of enemy soldiers.
- Be careful not too shoot hostages if you want a high score. 'Duck under' enemy granades by getting too close to the

throwers for them to hit you. Use the tank to get through really tough sections.

The only baddies this game tempts me to lob a grenade at are the programmers. The green blocks that break up the monochrome play area look silly, the sound is only adequate and the toughness is infuriating. Avoid.

NICK 42%



Don't get caught on those fences or you'll be there until Phil's sheep come home

THE ESSENTIALS

Joysticks: Cheetah 125 Special, Cursor, Kempston, Sinclair Graphics: wobbly sprites waddle around a distinctly blocky, piay area

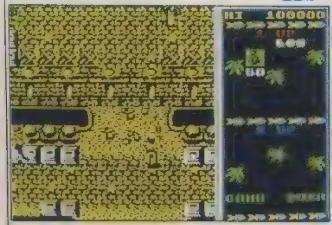
Sound: two decent 128K title tunes and adequate ingame explosive effects

Options: one or two players. Rotate or normal controls General rating: an unoriginal shoot-'em-up which has been let down by sloppy programming

Presentation	55%
Graphics	53%
Sound	62%
Playability	54%
Addictive qualities	520%

OVERALL 54%

UARTAII trivia games suffer from repetition of questions but Powerplay minimizes this by awarding wisdom points for very fast responses. Powerplay's other innovation - chasing opponents around the board for combat is great, but once an opponent has just one warrior it's very hard to catch him. Another slight flaw is that players' pieces look the same, which can be confusing. Nevertheless this is a novel, and very playable trivia game.



▲ Still struggling to get a question right, Cameron?

time limit the player gets to move the warrior one space. In either case the computer moves to the next player - avoiding the boring sessions when one player gets a string of answers right.

If a player answers very quickly, and correctly, wisdom points are awarded the warriorcollect 25 and an option is given to move on to a higher level. The higher the level the less chance of being killed, but the questions become harder too, so it's more difficult to move. But it's also possible to move around the board by standing on one of four teleport squares - step on one and you randomly appear on another, or even the same square.

The aim of the game is simply to wipe out all your opponents' warriors in challenges. These are begun by trying to move onto a square occupied by an enemy warr or. The winner of the challenge is the first person to select the right answer to the challenge question, or the person who did nothing when the other got it wrong. The losar's warrior is down-graded a level, or killed if at the lowest evel

Despite being entirely monochrome I really like the look of this game, especially when a character spins out of existence. Sound is nonexistent, and questions repeat themselves too often, but this is an entertaining trivia game at a great price.

MARK 80%

THE ESSENTIALS

JOYSTICKS Kempeton, Sinclair SOUND only a few beeps on the front-

OPTIONS two to four players can compete. Four difficulty levels for time allowed to answer questions, and four

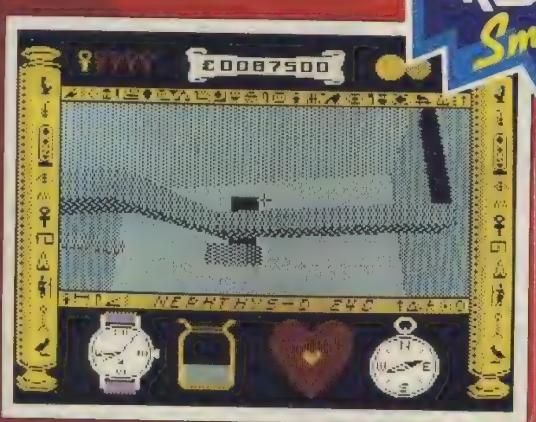
80% GRAPHICS
OWell-defined 3-D sprites with good spinning transformation

83% PLAYABILITY
Instantly playable and especially so with more players

O/ ADDICTIVE QUALITIES Olt only starts to lose some app-eal when the questions run out

OVERALL 82%







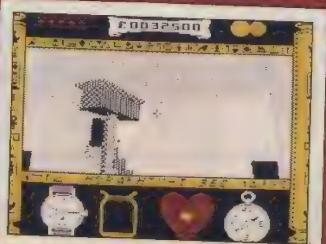
some and section of testing a content of the section of the sectio

The Precisions is children as impressive in Printer as Dark Side, but Toute Religiouses it to its full patential mouting a sincher, chustrophobic atmosphere until the Egyption accepta. The pyramid is full of meets surprises and mystope in will lake a long time to escape you have it there is probably the before a probably the before a probably the before appropriate the transfer more attention paid deep yone to store that enough keep you should keep you should keep you should keep you should be successed as a sould be supplied.

THE ESSENTIALS

General retings the third F

gens.



riesentation	10 30 11
Draphics	93%
Gound	- 674 84.
Playability	0350
Addiction qualities	
OVERALL 9	3%



Three legs for the price of two!

Producer Psygnosis/Meibourne House Spare legs £9.99 cass Author Ian Hetherington, Colin Rushhv

ollan may well be one of the bleakest places in the universe, but it's blessed with plentiful deposits of Detonite (a powerful explosive), Quaza (a power crystal) and Aluma (the hardest metal known to man). Six mining colonies were built to exploit these treasures, but soon attracted the attention of an Empire Mother Ship, But rather than simply destroying the colonies it enslaved them. In short, they were turned to producing the most deadly land-based weapon ever - the Terrorpod. Machines by which the Empire planned to conquer the galaxy.

Somewhat concerned about this, the Federation sent their best spy to snoop around. Comfortably strapped into your Defence Strategy Vehicle (DSV) you begin your mission, months

pass before the inevitable happens and your presence is discovered. Eight Terrorpods are sent to destroy the six colonies, and the secrets they

If you manage to destroy all the Terrorpods at a colony then you can collect a component from the manufacturing plant. then warp to the next colony in search of more secrets. There

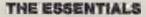
despatches missiles to zoom over the horizon at you. Terrorpods is an ambitious idea, poorly implemented. PHIL The game is so difficult as to be impossible to get into -control of your vehicle is extremely awkward, while limited fuel and endless enemy missiles soon kill you off. Technically, Terrorpods isn't too bad, with an effective 3-D landscape. The

are six components needed to

the Mother Ship isn't pleased by

complete the game. Naturally

your efforts and periodically



awkwardness of the controls.

Joysticks: Cursor, Kempston, Sinclair

Graphics: fairly good 3-D parallax effect, but drab, monochromatic Terromods

Sound: the usual mixture of sparse spot effects, but no title tune

main drawback is the badly designed gameplay and

Options: definable keys

General rating: an interesting idea has been turned into an awful game



The ultimate war machine lurches toward your DSV

Despite greatly enjoying Psygnosis's last game, Barbarian, I was disappointed with this one. The graphics are simplistic and drab, while control of the DSV sirritatingly tricky. After playing for some time I found little evidence of any gameplay to make these faults bearable - which is a pity because the scenario and packaging is first class.

MARK 35%

Presentation	40%
Graphics	38%
Sound	24%
Playability	29%
Addictive qualities	26%

OVERALL 30%

Producer Superior Software Fighter's purse £7.95 cass £12.95 disk Author C Goodwin from an original version by M and T Simpson

e was fighting dirty know what I mean 'Arry? Well even professioná boxers have been known to resort to the odd low punch and in this game the carefully-timed foul is just as important as a good right hook.

In two-player mode two friends' can fight each other, while the one-player game involves taking on progressively tougher opponents in a bid for the World Championship, Some of them, with names like Dirty Larry and Fast Freddy, aren't bad at fighting dirty either.

Bouts can last for a maximum 15 rounds, but more often than not one of the fighters fails to go the distance, losing all his five lives first. Lives are lost for losing a round and being spotted committing a foul move. The referee moves around the ring at random, watching out for fouls, but sometimes he nods off! icons at the top of the screen turn red or green, according to which, if any, boxer he's keeping an eye on.



If you can't box clever, fight dirty!

Selecting a dirty move is, like fair moves, by the usual combination of joystick directions and fire. Showing the impact of these moves are two energy bars and whichever fighter has most energy left at the end of the round wins it. If a boxer's energy is reduced to zero, he falls over and is counted out. Unlike real boxing, however, he still gets up to fight the next round if he's any ives left!

Foul appeals to my devious nature, technically it's mediocre with wobbly sprites and basic sound. The action ultimately gets repetitive, as success can be achieved by the repeated use of one or two moves. Still, 't's good, if hardly clean fun for a few bouts.

PHIL 45%

MARK Foul! How can you match when I can't even tell



which is my boxer? In any case, the pair of 'em look doped, moving around the ring like they're ice-skating. As for the ref, how much was he paid? - he never notices the other guy's fouls while mine ere spotted every time! What a

23%

THE ESSENTIALS

Joysticks: Kempston, Sinclair Graphics: sloppy boxer sprites skate' around the ring

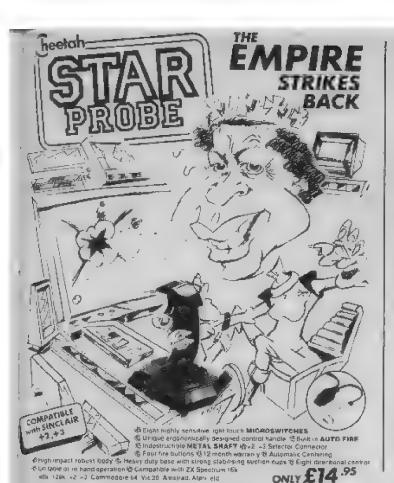
Sound: simple punching noises and crunchy applause at the end of each round

Options: one or two players. Restart game against more difficult opponent

General rating: a great idea which has been let down by poor programming - it won't knock you out!

Presentation	40%
Graphics	32%
Sound	28%
Playability	37%
Addictive qualities	33%

OVERALL 34%







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Amiga (£24.89)

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Amiga screen shots shown

ST screen shots shown

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Expesience brain-numbing G-forces; bones rattling with the body-jarring pitch and yew . . . scan with your rader, lock on your target and FIRE!

Stardate: 28 October 1988

From the kindness of Andrew but you can call me God' Hewson's heart comes an offer I can't refuse — an all-expenses paid day out! I was in the Hewson offices with good old Nick 'Raf is only heavier than me because he's got a bigger brain' Jones when this wonderful news was broken. It's been left up to us to choose any destination we desire.

How about the Caribbean? Nick

After a bit of laggling we are whittled down to somewhere closer to home — a day trip to London (this will be really interesting and different, considering I was born there)!

Stardate: I November 1988

Progress on Stephand is well under way now, after having to temporarily abandon it for Cybernoid II. The first batch of graphics from Hugh Binns has arrived. We have decided that both Hugh and I will design graphics for Stornlord and choose the best of the bunch.

Stardato: A November 1988

Heorabil It's free day out in London today, and as we all know, 'never look a

gift borse in the gob (after all, who is their right mind would pay to go to the grotty place?): In fact, I'm in such a good "Londoney' mood today that I'm up at the exack of dawn singing 'my old man's a dustman' and shouting, '2 for a pand an' 4 for a finany!' (whatever that means).

Me thinks we could really get into the London spirit of things and stuff much and jeilled eels down our throats for lunch. But who the hell wants to spend the rest of the key vomiting all over the

Nick and I meet up with Ms I on The Smiler' Waknell (Waknell') and Paul Take a photo of me and I'll bust your ass Chamberlain at Didcot watching paint dry is more interesting Station. As usual, because of unforeseen circumstances (is crap sense of timing), we are rather late and get a right old ear bashing (isn't that London's) from Toni and Paul.

After a small argument which consisted mainly of statements like 'Raffaele, you're a waste of space', we all board the London-bound 125. Needless to say there are no vacant seats and we are forced to loiter menacingly in the buffet car and spend the rest of the journey bumping into people (so much for the first-class accomodation that I'd expected).

We eventually reach Paddington and I suggest to the others that a guided tour of my homeland, Tottenham, would be a fine way of starting the day.

But we want to see something sateresting and classy, Raffaele (snobs). In the end we duckle to go to the Planetarium.



The London tube system provides simple minds with endless hours of enjoyment. Listening to a stupid sixties recording of some old wally saying mind the gap' every five seconds in great fun. Waiting for the train to arrive, we stand on the platform saying the things that people usually say when they're on the underground like; 'Hey're on the underground like; 'And 'Insagine if a lunatic decided to throw you under a train.'

For some inexplicable reason, Nick socides to head-butt a complete stranger. Apparently he thought it was me standing next to him (snigger). The train arrives and yes, you guessed it, no seats were available. Once our destination is reached, we vote on having lunch before the Planetarium is attended. After a bit of though we opt for a good readitional British meal — Pizza.

I find the Planetarium so therapeutic and relaxing that I almost ned off in the middle of the presentation. The Planetarium show consists of a taped speech by a well known female astronomes whose name cludes me. This woman obviously owns a three-foot wide calculator because all she keeps going on about is how the universe is a million billion years old, and how a piece of seutron star material the size of a bogey would weigh a gillion tonal Jesus! Give us a break man! The last time I saw sumbers that big, they were segative and on my bank statement.



Next on the agends - Madam Tuetard's (who is that woman??). The first thing I noticed about the place is that if you stand still for more than five seronds people start staring at you thinking you're one of the wax works. Quite an interesting place really - lots of famous people immortalised is wax efficies (why lan't there one of me?). A section of the museum is devoted to modern day stars like Michael Jackson, Sylventer Stallone and David Bowie (they'rereally short by the way).

Stardate: 9 November 1988

I'm proud to announce that my girlfriend's pet cat, Bonnie, has had kit tens. A surprise to say the least as I didn't even know the thing was pregnant. The three offspring are only about four inches long and soppy people (everybody to date) tend to clamour round them saying, 'akb'.

Stardate: 11 November 1988

it's off to Hewson HQ to drop off the photos for the log. As usual I had to make my own coffee. Next time I'll make it in secret otherwise everybody piles into the kitchen like a bunch of hooligans after you, mags in hand, shouting; 'Mines, white with two sugars!' or 'That's very kind of you kirl!.' (And they expect you to clean up the mess afterwards!)

Through the post serves some semple sound effects and music for Stormford from Dave Rogers. I hastily incorporate them into the program to have a listen. The sound effects are splendid, but the main time still needs working on.

The first piece are being incorporated into Sepandord. I have altered the way the game works alightly by ensuring that the main characters gets destroyed as soon as fee touches him, as opposed to just decreasing his energy level. This will give me greater control in designing the obstacles he will face.

Stardate: 13 November 1988

I think I'm running out of space, so before I get rudely interrupted by good old Dominic I better may by:

And not one apology for cocking of the Stormford demot. Ed.

CRASH January 1889 18





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R-TYPETH

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NOCKOUT

BY FAIR MEANS OR FOUL

is the latest game from the Leeds-based company Superior Software, and takes the player into the realms of 'Enry Cooper, Mike Tyson, Frank Bruno, and of course the champion of them all, Mr Rocky 'Sly Stallone' Balboa.

What I'm talking about is obviously the controversial sport of boxing, made even more so in this game due to all dastardly and illegal moves which it permits. Kicks, head butts, low punches all are here. Playing it is just like going through the CRASH office

in fact.
Steve Hanson, the
Director of Superior Software, phoned me the
other day and asked for a

ware, phoned me the other day and asked for a comp on his bruising new game. 'Certainly,' I said, 'if you'll ask your large Rocky lookalike to stop using my cupboard door as a punching bag.' 'No problem,' replied Steve



Neanderthal features went on his way, but not before he'd given me a piece of paper and stopped to stroke Tiddles the office.cat—not such a bad

chap really.

The prizes for this knockout (groan) comp are as follows . . . The first-prize winner will receive two tickets to the next Barry McGuigan

Hight staged in Britain, a Mike Tyson boxing video and a copy of By Fair Means Or Foul signed by Barry McGuigan. The next four postcards out of the boxing glove win their senders a signed copy of By Fair Means Or Foul. Just fook at the pictures scattered around

make Barry act in the way depicted (say that again?
- Ed). Then put your entry into an envelope and Mr D Postie will do the rest. All entries must reach us by January 27, and any late entries will be completely ignored – you have been warned. Send your

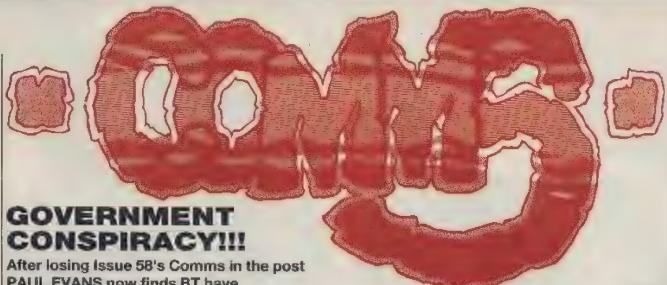
warned. Send your entries to KNOW WHAT!
MEAN 'ARRY, CRASH, PO Box 10, LUDLOW, Shropshire 5Y8 1DB.

this page and tell us what

type of punch would

and soon enough Mr





PAUL EVANS now finds BT have 'accidentally' disconnected him. . . .

ELCOME TO another great Comms column (slight exaggeration there - Ed). Apparently it's survived the post system to get all the way to Ludlow (just), so congratulations to the Post Office. As for BT - I hope everyone gets Mercury poisoning, at least until they fix my modern. Due to said problems I've therefore decided to have a look at some DIY.

It's basically a reset switch fitted, which, when prevent the VTX from taking contro from the computer ROM when you power-up, leaving you free to program word-process, or play games! On the touch of the switch, the VTX will boot-up and start the terminal software. This could save a lot of messing around with the peripheral port. The project itself is very easy, involving a bit of so dering and track cutting. The ingredients are one 'push to make contact' switch and one N1001 Diode.

EDITOR'S WARNING!: according to Paul all details have been tested with success, but neither he nor CRASH hold any responsibility for this modification. If you really want to proceed be warned it's purely AT YOUR OWN RISK -- it will INVALIDATE ANY QUARAN-TEES you have!

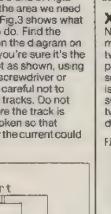
First, disconnect all connections from the modern (note: this is VTX 5000 ONLY), tip it upsidedown and place it on an even surface. There are four screw terminals at each comer of the case, unscrew these, remove screws and without lifting the bottom off, tip case back up. Now carefully lift top off. Position case with front panel facing you and lift out back si ver plate, just to make life easier.

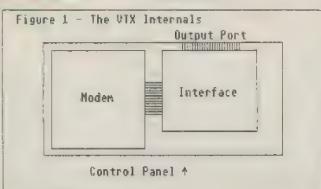
The internals comprise two boards with a ribbon cable between them. The brown board is the actual modem whilst the green is the interface board. We're only interested in the green area, so leave the brown board untouched

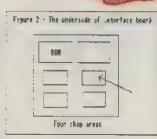
Unscrew the four terminals on each corner of the green board. Be very careful as the ribbon. cable is very fragile. Slowly turn over board, swinging it by ribbon cable, until it's upside-down and on top of the brown board.

FIGURE IT OUT

Look at figures 2 and 3. Fig.2 shows where the area we need to work on is. Fig.3 shows what we're going to do. Find the marked track in the diagram on board. When you're sure it's the right one, cut it as shown, using the edge of a screwdriver or knife. Be very careful not to camage other tracks. Do not rush. Make sure the track is completely broken so that there's no way the current could get through.







When you're satisfied, clear away debris and tip the board upright again, being careful of the cable. Rescrew it and make sure it's steady. Now heat up the soldering iron. In fig.4 there are two points marked around the area of the ROM chip (the one with the surface covered by tape). Find XTAL (a large silver object) and slowly bend it upright. The second point should now be easier to access.

Next, solder two long-ish wires onto the switch, one for each terminal. Wrap the ends of the wire around the drode pins, one for each side. It doesn't matter which side you use. Solder them in and make sure they're secure.

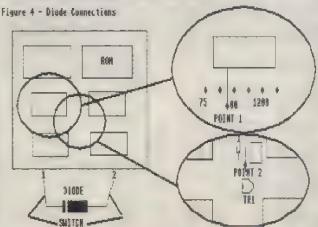
XTAL UNDERCOVER

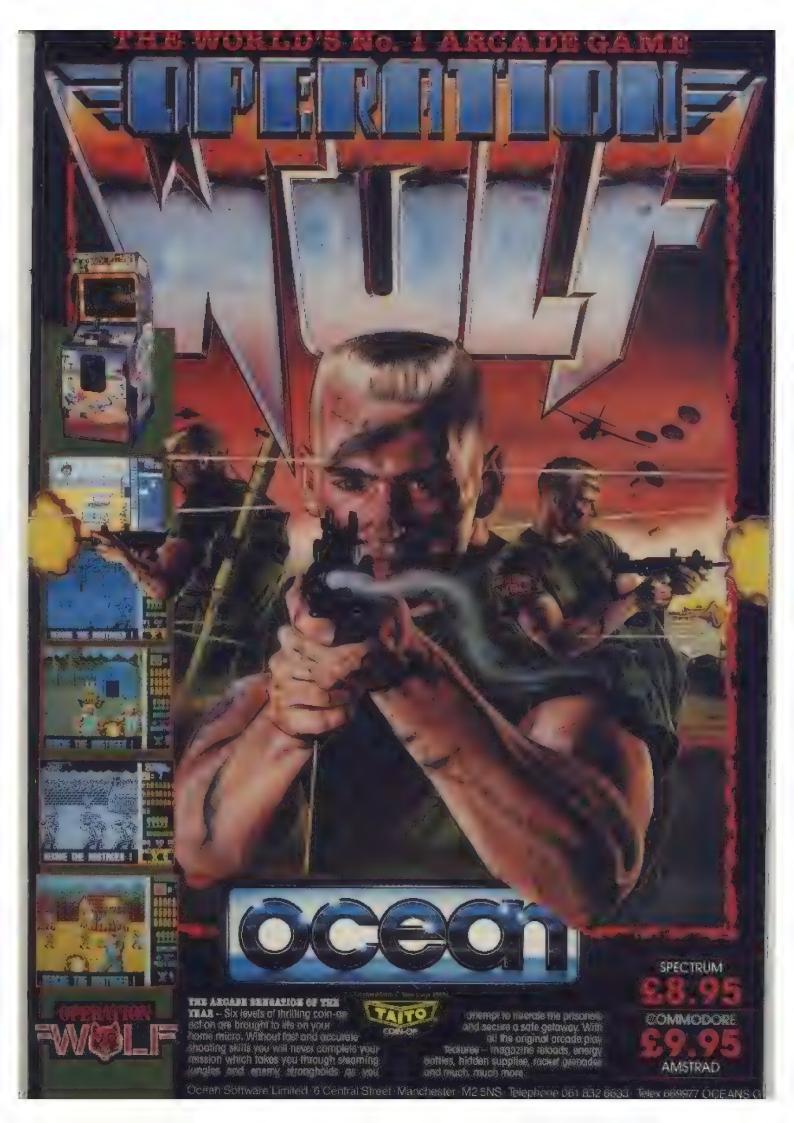
Now get the diode ready and make sure you know where the two points are. Point 1 is by the printed '900' on the board by the small socketed chip, and point 2 is just above TR1. When you're sure, solder the diode in these two points. The stripe on the diode must be on the left, so that Figure 3 - Track Layout Make break on the circled line

the pin goes into point one, and the other side into point two. The best soldering technique is heating the base of the diode pin and pusning it into the point, which will heat up and let the pin through. Make sure both pins are secure in their new sockets.

It may be a good idea to cover the XTAL with insulating tape, to make sure it doesn't short on the diode pin. Also, multitest the whole thing so you find out if you have gone wrong BEFORE you power-up. To put in the finishing touch, drill a hole in the front panel and mount the switch there. Re-assemble the entire thing and try itl

If the switch has no effect, check the diode is in correctly. or that the track is scraped off successfully. If you have made a m stake, it is unlikely you have done any damage! Fortunately, as the modification is only to the interface, BT approval will not be affected.





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LLOYD MANGRAIM'S 1988 LOOKBACK

robably the most hoticeable trend in 1988 has been the decline in the number of full price releases. Budget games, by contrast, seem to have macried an absolute apogee – to decline next year. I forecast. While the next year. I forecast. While the next year. I forecast. While the next year. I forecast while the next year, I forecast while the next year. I forecast while the next year, I forecast. While the next year, I forecast. While the next year year, I forecast. While the care he callup charts. But what can be welcomed almost without reservation is the tendency for full-price software, often of the highest quality, to be rereleased at a budget price. For people who missed them the first time around these are a golden opportunity to catch up on CRASH Smashes.

Licensing deals still continue to dominate the industry, Postman Pat his extended this even into the budget side of things. On the plus side the quality of many of these games seems to have improved. RoboCop's a sterring example of that. While I would still prefer games to be inspired by original gameplay, rather than cashing in on a popular filmrotin-dp, there's much to celebrate about 1984.

January

Ocean staffed off the year with a New Year's resolution to produce CRASH Smashes, Combat School was their first, a com-op conversion which superbly recreated areade playability over seven training sessions. Physical exertion of a more peaceful type (or maybe not) featured in Ocean's second Smash – Match Day II. The original game narrowly missed being a forest, but went a total around the Readers' Charts for three years! Programmers Jo. Ritman and Bernie Drummon incorporated a host of new features to make the pequel the dointing football sim – and Phil's revolute game.

owly missin ogrames' ure so nove ed like a no cally Gal is objective jet yourself ing out your girlfriend. year progressed French software houses became increasingly active in the UK market. h games **Rothis** they ery welcome. A rether less game was the much-d official conversion of the nversion of the game, While ars arcad viewers rat was more r little late.

Outside the review pages Simon Goodwin exclusivery revealed news of the Spectrum superclone SAM. Intended to be just £19.95 with superior hardware its makers (Miles Gordon



Technology) have wavered between promoting it as a games machine, or an education computer for export. We're still warting to see it released for either market

On a sadder note January saw the departure of Derek Brewster, CRASH's fong-standing adventure on umnist whose wide-ranging introductions were famous. The author of some brilliant games for the now-defunct Micromega Derek left to begin his own software house — Zappelin Games. For the next few months the adventure section was to be handled by the normal reviewing team.

February

Atno of Smashes featured in this Issue, one arcade, IK+; one adventure, Knight Orc, and one strategy, Blitzkrieg Unfortunate! / CCS's strategy Smash was to be one strategy are breed in 88 Philippa had very little to review. Jist below 90% was Super Hong On, a respectable arcade conversion, Inside Outing a MCA/IE lookalite from The Edge. To ramex, Quick silve soldered on with another arcade adventure, and finally Flyno Shark.

The last of these was developed by Graftgeld, a programming team who oelected from Hewson to Firebird.

Strengthening the CRASH team were new reviewers Mark team were new reviewers Mark team were new 'Cast Strength' (and Cast Strength of Cast Str

brainwashed and eventually focked into becoming Editor there.

March

Causing something of a buzz this month was Firely, the first release from Special FX a new L verpool-based programming team of mostly ex-Ocean staff-the marketing of their games

Areade action it. Fielon ven gave Gremtin Graphics their bisthit of 188, impressing us all with some big and colourful graphics in Northstar More comic entertainment was provided by The Edge's Gartield licence — Big, Fax Harry Deal Combining the wit of the carbon with a real arcade adventure challenge earners a Smash

challenge samen a Smash
Another successful incence
was the Oscar-winning vietnam
movie Platoon. Ocean userful to
sell an extremely playable game
which drew obvious inspiration
from the film.

April

April straditionally spring cleaning time at the Towers. Time to sweep out the old and introduce the new in this case Barnaby Page was the old and rether well-worn while Steve Jamatt and naturarina Hamza were similar was predicted as strange new Egyptian personage took over the adventure was greated with the Smashed games from Rainbird – Gulff Of Thieve's and Jinxter.





For most readers, however, the game of the month was obviously Heliyson's Cypernoid.

Programmed by Raffaele Cecco and Nick Jones it showed Hewson didn't rely on Gestgold for quality product. A strong contender for shoot-'eni-up of '88 its Nick Foberts's favourite game By contrast with such one mainty Imagine's coin op conversitan Rastan was, while very good, not of Smash quality (despite what the agverts said).

Yet mere evidence for the importance of original the restricted innovation was produced by the 1987 CRASH Readers' Awards. Incentive's Dutter won a total of five awards including Best Gamund Best Graphics' Sadly miseling from the awards was a software house which, without a single licence, cominated Spectrum gaming between 1984 and 1986 Throughout their resign Ultimate retused all interviews, building up an incredible mystique. In 1988 they tinsky gave an interview to Soger Kean iforces CRASH Editori, explaining why they'd disappeared from the UK market one how the revolutionary Kright Lore had been held back from release for a YEAR after its completion.

May

Undoubted star of this Issue was Nick Roberts, whose Playing Tips extravaganza put his proture on the care. Starray doubt him was Action Force II. a Smashed licence which followed an original rated at just 35%. Congratulations to Virgin Games for that Another sequel, and just as violent, was Imagine's Target, Renegade A two-player option, more content (via a muliifeed) and even better player lity made this hit

But Spectrums have more to offer than just mindless viorence, and Pete Cooke proved it with the budget puzzler Branstorm. Beneath some very primitive game. And an even more complex challenge was provided by CRL's Sophistry. 21 levels of isometric puzzles required close reading of some baffling instructions. Once you figured it out though, this was a compellingly original game. Sadly its release by CRL marked the close of a distribution in all with Electronic Arts, which developed into a bitter legal wrangle.

A happier riste was sounded in this Issue by the firstory victory of Robin Cendy in the GRASH Challenge. Finally a review in had won! Star Wars provided the entertainment.

June

Pete Cooke scored his second fut in as many months with Earthlight. Principally a shoot-'em-up, it used a nover 3-D presentation to Impress CRASH's harder ed reviewers. By contrast US Chid's GO! label chose a



incence over originality in converting the Capcom arcade hit Bioric Commando. Fortunately the game itself was fairly novel, the hero swinging from tree to tree with his bionic arm while the programming was impressive. One of the better com-op-conversions, in fact

A licence of a different sort was popular with Gremlin who'd previously produced two MASK games. The third was the best of the lot and VENOM Strikes Back was duly Smashed. Great use of colour and sound, together with gripping gameplay, made for a fantastic name.

fantastic game.

Acheton, by contrast, was text-only. But Samera raved over Topologika's classic, disk-only adventure. Elsewhere rethe magazine Raffaele Cybernoid Ceco begin his month-by-month account of the programming of Starrational

was another superb game from Incentive. Readers who doubted it only had to look at the demo to be convinced.

As for features we had the debut of Mel Croucher's irregular Meinter feature which has been amusing, irritating and provoking readers ever since. His first article on computer addiction set the tone for what was to follow.

August

This month saw another CRASH editor. Steve Jarratt, depart for those ever greener new pastures. Taking his place was a confirmed Spectrum entriusiest, who'd been with CRASH almost right from the start as one of the anonymous (for tax reasons in his case) reviewers. Dominic Handy enthusiastically took over the magazine's helm and read-



July

Precarlously taiped to this month's cover was one of our interm tient Sneak Preview cassettes. Playable demos of Incentive's Dark Side and System 3's Last Minja II made the extra 25p cost well worth it (in our opin on). As for actual reviews Domark returned with The Empire Strikes Back, pleased with more ambitious 128K sound than the ST – an excellent conversion of the arcade game. A perhaps even bigger licence backed Grenilin's superb Mickey Mouse, Five Irmited subgames, together with some great graphics and playability made for a novel game.

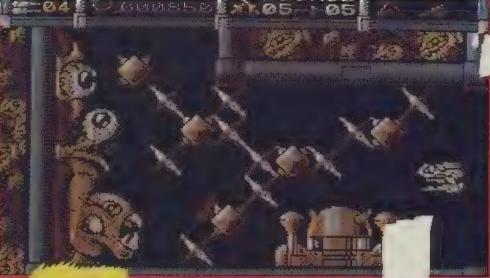
The issue's top two games bravely disclained costly licences however. Spectrum veterans Denton Designs dropped four people into a land. Where Time Stood Still. Beautiful to look at, with great prehistoric monsters, the only pity was that it was 128K-only, and perhaps not us big as it first seamed (a 48K version is in the pipel net). Even more impressive graphics of the Freescape variety teatures at the Onlier sequel Dark Side Marginally faster with much greater depth of play this

ers were soon fearning of his problems in getting a new Ford Flesta. He ping Demiric with the new zestful CRASH came Phil flooty King – master of Metch Day II.

Suffering considerably more turnoil was the software house Rainbow Arts who'd written The Great Giana Sisters. Production problems played havod withour screenshots willelegal action by Nintendo ensured the game would sadly never be released due to its resemblance to their Mano Brothers.

Hewson, on the other hand, smoothly continued their run of successes with the shoot-'emup Marander. The other Smash was that increasingly rare tring, a strategy game. Stangers was CCS's recreation of the German's crucial WWII siege of the Russian city. Games just below Smash status were Boad Blasters, Ameriative Werte Games and Impossible Mission II. In the expanding features

In the expanding eatures department we had an article expering the sexisty-and-consorship ebate. An expanded covernore Trail includes an interview with Magnetic Scrolls—the people behind The Pawn and Jinxter. While the CRASH review is am took a look at the 16-bit wonder computers to



see if they/re all that they're cracked up to be.

September

The results of the CRASHtionnaire neld earlier in the year showed that an update of the reviewing system was in order. Dominic Handy set to it and Issue 56 implemented many of the readers' suggestions. Unfortunately the new system had hardly any games to be used on The only Smash was Cascade's ficence of a number one pop song. 19 Part One Boot Camphad the player struggling through his training for Viernam. Another multiload game it had several, very tough events with some great 123K music.

Be ow 90% were some pretty good games though. Games, Winter Edition was the latest in a long time of multi-sports simulations. Each event was well-produced but wasn't sebstantially different from what had appeared before. Distinctly warmer, post-apocatypse cames were the scene for Elite's racing our plasting Overlander game. Other good games of the month were the tactical arcade game. Barbarian from Psygnosts/Melbourne House and T-l-Wrecks (to be released in December as The Munchen Irom Gremlin Graphics.

Monitor this month investigated killer computers white fan Philipson examined the role that computers may play in aducation. In search of more time to pursue his programming Tech Niche's Simon N. Goodwin bowed put after three years with CRASH.

October

After the full an avalanche. The first of five Smashes was Gold, Silver, Bronze from Epyx. This brought Summer Games r, fland Minter Games together on one

Clees Leader Board: Prayers could compete on any of 12 world famous golf courses in the ultimate in golfing simulations.

Another value-for-money hit was the judget Smash Joe Blade II. Armed only with his Doc Martens, Joe had already rescued 20 hostages in terminutes. In the second game, sub-games added to the venety making this very playable. The other two Smashes were the innovative Intensity from Fire bird/Graftoste and the coln-op

package for £14.99. The two Summer Games programs were new to the Spectrum and with 23 events in all this was a great bargain. No lass so was US Gold's Leader Board Par 3, this compilation instuded Leader Board along with two proviously user viewed golf games; Leader Board Tournament and World conversion Allen Syndrume from Ace (AKA Softek).

Just missing out on being a sixth Smash was Cybernoid II which the reviewers felt was just a little too close to the admittedly great original.

November

Another top-notch CRASH preview tape adorned the issue with one of the best covers of the year. The playable demos were RoboCop (Smashed last issue) and Total Eclipse (Smashed this issue)

The Ocean licence which brings back memories of iterally bilistering pain returned as Daley Thompson's Olympic Challenge. Skill was downplayed a little by comparison with the earlier games, while the toughness was much, much harder requiring lots of blood, sweat and tears — merely to compete. The other Smash was thankfully somewhat more sedate. Draconus

was a fascinating arcade adventure and the first Smash for Derak Browster's Zeppeling

On the mergins of a Smash were Crime Busiers, a budget sequel; Fernander Must Dic, one or two player Commundo-style act on, and the hilarious Foxx Fights Back, The latter two marked the debut of Mirrorsoft's new, street cred label Imageworks.

December

This had to be one of our best Christmas Specials 212 pages, 16 pages of puzzles, 32 pages of Playing Tips, live Smashes AND a chronic street was the Smashed arcade conversion Thunder Blade, on the other the futuristic racing game LED Storm. The former had some great graphics, and playability, although the multiload was a bit of a bind.

Also aming to be the Christmas number one was another arcade hit Operation Wolf from Ocean. Stunning graphics, an intelligent mulithoad system and arcade playability made this a great conversion. A slightly older insense produced Mediaganic's R-Type. With unique selling points — protected by legal actions—this was another game which lived up to its areade or-

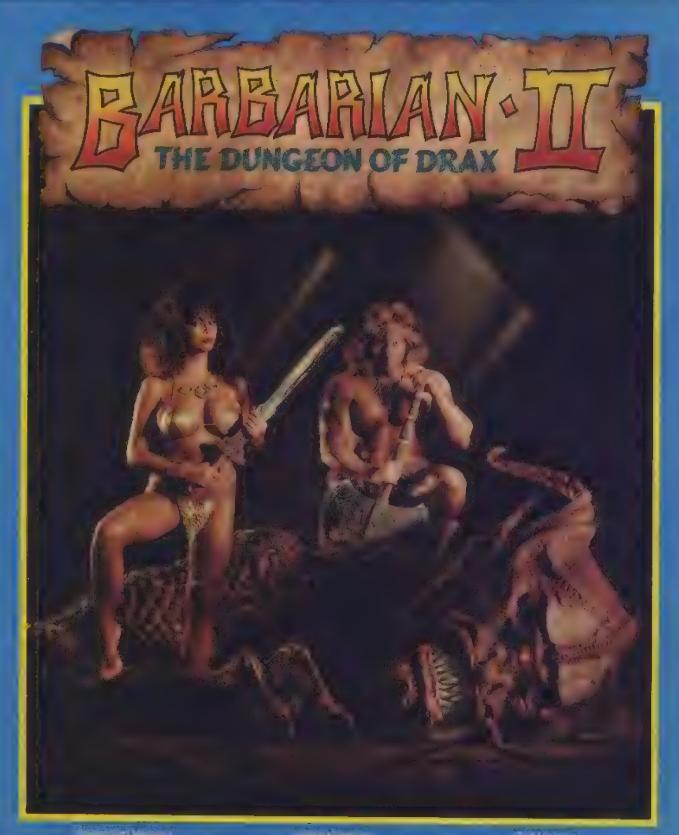
More original action was featured in the sequel to a game which never appeared on the Spectrum, Last Ninja II. Fantastic graphics, a huge amount of multiloaded content, great puzzles and superbiplayability made this System 3's best Spectrum game ever.

Finally there was Ocean's RoboCop which is almost certainly the best recreation of a film on a computer. Based on the key scenes from the all-action movie the game complemented the film wonderfully.

film wonderfully.

Amazingly Spectrum software has kept up its improvement over the year. While there's been no great revolutionary new system like Filmation or Freescape, the improvement in the quality of licensed games is heartening. At the same time competition from the 16-bit market is almost disappointing. Where the 16-bit machines have shown off their capebilities in games like Starglider, the Spectrum conversions have moved forward the limits of 8-bit gaming in response. Camer Command, If it's ever released, seems likely to be another example of this. For the most part, though, 16-bit games remain assentially 8-bit ones with flash graphics. Unlike these machines the Spectrum is assured a steacy flow of games designed to find new limits to its capabilities. I'm really tooking forward to 1989













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Oh why is it so cold in this country? The only way I can remind myself of home is to climb inside the microwave (don't try it at home, by the way!). My half-brother's coming over to see me this month (I say 'half' because he's half human and half animal). Anyway, he's staying for a few months, so I'd better watch out. The last time he came over to England he killed two of Phil's sheep – a 'sacrifice' to the gods! Never mind, I'll soon be flying my way back to opulent Egypt, where the snow never falls and we leave out sheep's-eye pies for Santa Claus on Christmas Eve. I can't wait to get back home, away from the weird, ghetto-blasting monsters which lurk in the dark corridors of CRASH Towers (ZZAP reviewers, I think they're called). The only way I can calm myself down (and warm myself up) is to settle back with a couple of adventures, just right for these long, cold winter nights.

A SIMPLE CASE OF ESPIONAGE

Skyslip Software, £9.95

with the welcome debut of a new software house who're intending to cover the whole range of software, with adventures as well as arcade games. Skyslip Software (2091-565 8473) is a subsidiary of Rock City Music, a leading UK music distributor, and their first seven releases include three adventures. Two of these star private eye, Rick Shaw (geddit?). With seedy offices in present day New York the scenarios have a strong film now, Thirties feel.

The first adventure, A Simple Gase Of Espionage, has Mr Shaw just moping around the office (sounds familiar) when he receives a phone call from a hysterical woman (I told you it had a Thirties atmosphere). Mrs Kingsley tells Rick that she thinks her husband is having an affair. Rick is unimpressed; he's dealt with this sort of case time and time again and is yearning for some real action—just like the detectives in the movies. For Rick, adultery is decidedly unexciting!

The actual adventure begins with Rick at the front door of the

Kingsleys' mansion, arriving for his 8pm appointment with the distraught wife. Once inside Rick finds the house expensively and tastefully furnished. After Rick takes a seat Mrs Kingsley describes the strange events which have been occurring, namely a strange man phoning the house asking where Mr Kingsley is (what's strange about that?). She has also received more sinistersounding calls from someone who immediately puts the receiver down when she answers.

Mrs Kingsley has already established a theory to explain these events; her husband is having an affair and has been caught by a jealous husband (quite logical reality!). She wants Rick to 'do the usual', ic follow Mr Kingsley to see what he's up to. No sooner than Rick agrees than he is caught up in that glamorous world of espionage which he's always dreamed of.

And is the game itself something to dream about? Well to begin with it's more of a nightmare as it appears impossible to leave the immediate area of the house. Three locations exist at the end of the gravel driveway, but none offer any way out. One contains a telephone box, which can only be used if you know the correct number. So it seems the only way forward is to wait until dark, then sneak back into the house through a dodgy window If you try to enter in broad daylight you're in for a nasty surprise.

Once inside the house you're free to do some real exploring, but careful nor to make too much noise; Mrs Kingsley is asleep upstairs (you can even go into her room - this Rick chap's got no scruples, has he?). The house contains some interesting objects such as a Persian rug and even a closed-circuit TV monitor. But unfortunately, most can't be examined, and many of the object names aren't even recognised by the parser and thus are there purely for decoration.

Similar problems exist with verbs, of which few seem to be accepted. One verb that is allowed is CLIMB, but even this usually produces the reply 'Only monkeys climb', unless used in one or two special places. These problems all



ADVENTURE TRAIL

go to make Rick's task extremely difficult. Things aren't totally serious however, as removing your clothes results in your arrest by a passing policeman – even when you're behind closed doors with not a window in sight!

The small size of the vocabulary, and short text descriptions, are frustrating so it's as well the 128K version (on the flip-side) has some graphics. These consist of some beautifully-presented isometric rooms (reminiscent of the arcade adventure Movie – 93%, Issue 26). Strangely people never appear in these rooms, even if mentioned in the text which, because of the graphics, must be scrolled bit by bit below. These

graphics nevertheless help create a sense of atmosphere which is quite impressive - and sadly missing from the 48K game.

The actual adventure undermeath the graphics lacks the interaction and depth of some less aesthetically attractive adventures and is frustratingly difficult. Even so, Skyslip Software have produced a refreshingly different game, breaking away from clichéd adventure presentation styles. Hopefully the second Rich Shaw game, The Lost Legacy of Xim, will have gameplay to match—look out for next month's review!

Overall 72%

Accepting the challenge results in an easy victory for Lancelot, who then has the choice of either killing or sparing his opponent. Not to give too much away it's a good idea to accept the Knight's surrender for he is none other than King Arthur. Thus Lancelot is subsequently knighted and sent off to the mythical realm of Logris where valorous deeds must be done to earn the accolade of best knight.

As well as freeing imprisoned knights, there are many unknown quests for Lancelot to complete in Logris, before returning to Camelot. The final part of this epic adventure is the Quest for The Holy Grail, where Lancelot goes in search of the elusive golden chalice. You are also given a choice, on loading, of going straight to this final segment of the adventure.

Commands are issued using a typically-sophisticated Level 9 parser, with provision for interaction with the many other knights and characters encountered by Lancelot. And he certainly gets around a bit (in both senses of the phrase!), gadding about Britain and even into Northern France, while losing his head over his beloved Guenever and the stunningly beautifut Elaine, who he rescues from a bath of boiling water!

One unusual feature of Lancelot is the ability to go to a known place by simply typing on To place (as in Knight Orc). Objects can also be discovered in a similar manner by entering FIND object. Lancelot then goes on 'automatic pilot', selecting the shortest route to sripulated place/object. This fea-

ture makes laborious mapping largely unnecessary, although at times it can be a little confusing.

Character interaction plays an important part in the adventure, and Lancelot may talk to the colourful characters he meets and order loyal knights to follow him, as well as issuing more complex commands such as SIR ECTOR, GO SOUTH, TAKE EVERYTHING, THEN

GO NORTH.

Of course, an essential part of the game is the combat. This is handled automatically, with the text giving a blow-by-blow account of what's happening a usually the swashbuckling Lencelot manages to smash his opponents into submission with scarcely a scratch (never mind a wound) to show for it. Usually Lancelot has the opportunity to spare the beaten opponent's life, and should do so because if he is unchivairous he loses honour and his score (which represents how good a knight he is) is reduced.

Due to its refined parser, and the freedom to travel all over the land without much restriction, Lancelot is very easy to get in to, but accomplishing any valorous deeds requires more thought. One problem is that with the lack of the usual adventuring restrictions and the GO TO option, it sometimes appears to play by itself. Despite this, there is real character interaction and virtually every object found can be examined, helping to create a good adventuring atmosphere.

The +3 version comes on an unusual triple format disk (the other two formats being Amstrad CPC and Amstrad PCW). Once the main program has been loaded you flip the disk so that pictures can be loaded from it as necessary. Graphics are monochromatic and about average, but can be made smaller by scrolling them up/down the screen Amiga fashion which is nice. The disk also allows the conversion of previous Level 9 dual format disks (Amstrad CPC/PCW), including Knight Ore and Time & Magick, to the +3.

In conclusion, Lancelot is truly an epic adventure which successfully captures the mood of Arthurian Britain with some lengthy, accurate descriptions. Technically superb with fluent play make this is a very fine adventure which is well worth the rather high asking price. A further incentive for purchase is the included competition, in which the winner will receive a silver 'replica' of the mythical Holy Grail (I thought it was gold)!

LANCELOT

Level 9, £14.95 tape, £19.95 triple format disk

veryone must have heard of the legends of King Arthur and the Knights of the Round Table, and especially of the gallant Sir Lancelot, bravest Knight of all, who lost his heart to the fair Queen Guenever. But Level 9's Lancelot is based not on Hollywood films, which misinterpret some of the original tales, but on Le Morte D'Arthur, a book by Sir Thomas Malory, published in 1485. And the booklet accompanying the game contains a short version of the Arthurian legends to help set the scene.

Sir Lancelot du Lake is a fitting hero for the game - he was never fairly beaten in any fight. The



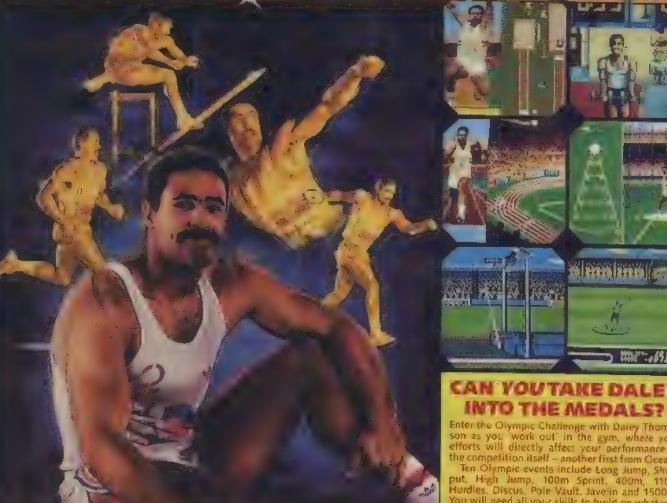
story of how he became the best knight in the world starts when he is riding along a forest road and comes to a ford – and this is also where the adventure begins.

A Black Knight challenges him, telling him that he must prove his worth in order to cross the ford.



Overall

90%



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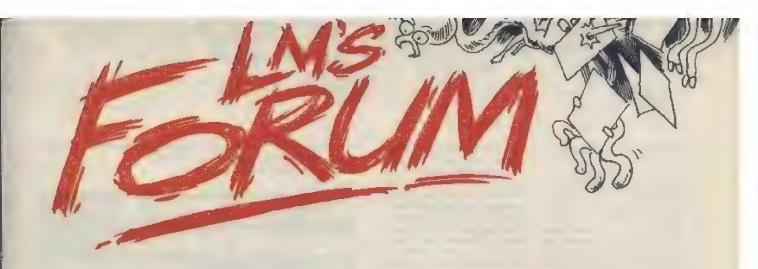












Up hill, down date . . . as winter sets in the cottage is becoming more and more isolated, and I must say I don't relish the thought of cycling home in the cold and the dark. They make me come into the Towers to use this ridiculous word processor now!

Dom says it's 'more efficient' or something. Efficiency is as efficiency does, according to grandma anyway, you've been rather efficient at letter-writing this month, and choosing what to print was a difficult decision.

The £30 software prize goes to someone who's obviously well on his way to writing the Oxford Companion To Coin-Op Conversions, but other topics include . . . well, read on and see.

COIN-OPS RULE. OK?

Dear Lloyd I saw your suggested topic for a letter in the 'closing titles' of Forum and decided I would inform you of what I think will be in' as Spectrum games go, a year from now.

I came to the obvious (and I think definite) conclusion that the trusty arcade conversion will still be the most popular game. 'But won teverybody be tired of conversions?' I hear you cry. I think not!

Last Christmas we had the overwhelming success of the areade-cum-computer smash Out Run, which was the clear best-seller for about three months over the festive season and after

Look at some of the CRASH Smashes of 1987. There was Enduro Racer, Combat School and the much-talked-about Gauntlet - not excluding others such as 720°, Athena, Space Harrier and Star Wars.

Following on this year we had more of the same: Street Fighter Gauntlet II, Flying Shark and Super Hang-On were the more successful of the bunch.

Already this year more coinops are being produced for

Christmas. These are Afterburner, Operation Wolf, and Double Dragon, which all promise to be the best game this year. All these games look like being the biggest sellers.

It's not just the name of the coin-op that sells the game. though, it's what the game is made up of ... what makes the game tick. This factor will, I think still be as popular in a year's

This factor is violence or destruction. This is what really makes the game exciting, the satisfaction of disposing of the wicked enemy and saving your people Excluding sports sims, violence is the only thing that gets your adrenaline flowing or your pulse racing.

I feel confident that the main selling game a year form now will be a vigilante beat-'em-up or an alien shoot-'em-up derived from a major coin-op.

Daley Thompson may bring out another decathlon, or a Football Manager III may be produced, but they lack the element of violence which tries to break out of everyone.

The CRASH charts prove my point. In 1987 coin-op conversions filled 33% of the chart every month on average. In 1988 this figure had jumped to 401/2%. In 1987 violence-related games were 60% of the charts - an obvious majority. In 1988 the figure also increased, this time to 641/2%

Surely if these figures had jumped that much from 1987-1988 they will be even higher next year as they grow in popu-

On a different note, congrats to Nick Roberts who I criticised way back in Issue 51. His tins and POKEs section is now much improved (with a little help).

Also, who is your granny and what is the meaning of life? Thanks for letting me air my

Chris Harby, Lincolnshire

PC'D OFF

On Sunday September 181 went to my first PC Show. What idiot decided to put the music-orientated stands in one area? The resultant noise of fifty trillion clashing music demos was teeth-grating!

Please correct me if I'm wrong (and l'expect you will), but surely the NEC would be a better choice of venue for the PC Show? It is more central (not so far from Shropshirel), if anything it's more accessible, as easy to find, and, above all, bigger!

it's not even as if the majority of visitors are from within the London area - if anything surely they would reach a wider audience in the Midlands. If they really must have the show at Earls Court they could at least have clearly-labelled floor plans at regular intervals. I usually like to think I have quite a good sense of direction, but I spent the better part of an hour trying to find the Incentive stand for a second time!

I think it is a shame to ban under-18s from the business section, I am interested in a career in software engineering. so I would have liked to see some of the latest developments and many other under-18s must be genuinely interested

Whew! I don't think there's much | can add to that - except to say that you seem to have forgotten RoboCop, which is a bit of an oddity because it's not a direct coin-op conversion but a sort of simultaneous conversion of film and arcade aame.

Also, I think you underrate sports sims somewhat - a Football Manager III would almost certainly top the charts for just as long as most coinop conversions.

Finally, Granny won't tell me the meaning of life. She says I'm not old enough yet.

Oh, one other thing - you win £30 worth of software.

Maybe they should put up a sign saying NO PLAYABLE GAMEDEMOSINTHIS HALL, or something s milar to discourage that game demo addict who, once he starts playing (it's always a he, incidentally) refuses to stop until he has completed the damn thing - by which time the person who misguidedly chose the shortest queue will be considering homicide, if not suicide, and will probably have lost interest in the game anyway!

However, I think the business section should be held as a separate show, at another time, and open to visitors under 18 (not that it will make any difference to me next year anyway!). There would be no joystick junkies, but seriously interested under-18s would still go; it would be less crowded, because the people there would want to be there, and won't have just wandered vaguely in from the leisure hall - and there would be loads more actual floor space. Still, I'm probably wasting my ink. See you there next

Victoria White ('from the county with an alternative name sniggered at by French people')

PS A serious letter! Gasp!

PPS Does Nick Roberts really like Debbie Gibson? Was he

dropped on his head as a baby or something?

Actually he keeps getting dropped on his head by those offensive know-it-alls in THE GAMES MACHINE next door.

You're not a lone voice when you make that point about the PC Show, Victoria – In fact, in all the conversations I've had upon the subject, not a single person has had anything positive to say about jamming the leaure and business halfs together!

In fact, many people want a separate games show. But perhaps there are, from the organisers' point of view, some reasons against that.

First reason: they only have to advertise and publicise one

show instead of two. Second reason: they can claim over 100,000 attendance for the whole show, which sounds good to the exhibitors. If there were two separate shows, neither would get that many. Third reason: the first two days of the show are given over to 'the trade', which includes software distributors and shops—many of which are concerned with both business and games.

As for the location issue, I think it's just Londonitis again – you know, 'if it's not in the capital it's a bit provincial'. An absurd attitude when you consider that the majority of gamers – not to mention software houses! – live outside London.

Un.

LMLWD

Dear King Lioyd
What a SupercoolHipandTrendySuperblyDrawnMagnificentlyStunningty BrilliantryMagicallyTerrificallyGreatlyWonderful mag CRASH is.

(Well, what else could I say?)
David Hickman, Midiothian

You could add how SupercoolHipandTrendySuperblyDrawnMagnificentlyStunningly BrilliantlyMagicallyTerrificallyGreatlyWonderful / am.

NLM

THE REAL PROS

Dear Lloyd I don't know if this has been done before, but I hope to be the first to analyse programmers and put them in order of merit.

■ Keith Burkhill This man is a wizard—I mean anyone who can program scrolling the like of Ghosts in Goblins and the umazing Space Herrier must be the best. But alas, Keith suffers from a rare condition of being able to program the really difficult bits out collision detection and sound fly out the window.

■ Dominic Robinson To choose between Keith and Dom was quite a chore. Dom doesn't suffer from anything that I know of – thus, his games are absolutely spotless in terms of presentation and bugs. Having hacked Zynaps to bits I know that his talent is fair good and he times things to the absolute Tester.

■ Realtime These folks are the best3-D people in the business. Though I was disappointed with Starstrike II, its predecessor and Starglider (they like their stars) were superb. Again, these people are faultless in their execution and programming of a game. Telecomsoft should count themselves lucky.

■ FFFFIMS NAHTANHOJ This guy has been around since the beginning of home computers, from the likes of Kong II (some skellies are jumping out of the cupboard here) to FireIly(though the software looks to me to be swiped from Ghosts'n'Goblins, tut tut).

Last but by no means least, my friend and yours . . . Ref-faele Cecco. Raf seems to be so like me (perish the thought), inasmuch as he goes about programming a game as would I. The only difference is he has Hewson and I have no-one . . . (sniff, sniff cue violins).

Raf has a flair with graphics and exploits his ideas to the full (unlike most who have an it'll-do policy). His programming skill is good enough, but it's his animation that hit me hardest. (Are you sure the memory is the one that is running out and not your talent, arff arff?)

There you are Lloyd, a different kind of chart for you and I'm sure more of the usual cloning will follow.

Denzill Durkschnider, Worcestershire

It's nice to receive a letter that's not about 16-bit

upgrades, not about sexism, not about the state of the world, but actually about what CRASH is most interested in – games!

DM

NUTHIN'BUT A HOUND DAWG

Dear Liovel
I have recently percitaised a
Spectrum, and I would like to
complain about the quality and
quantity of the nothers is would

like to see

The first three games coordaged were Sport Of Kings, First Past The Post and The Derby, All three are horse-raiding games and all three are identical — the horses and jockeys are about as inch high, the race is on a straight track and the horses race in a straight line. Surely someone should write a bedie program than this

But the real reason terrowning to you is for an answer – retrieve a greyhound-racing game? I have tooked everywhere but have not come across one. If might not be the most sought after program, OK, but originally sea as far as loan seathers is not one.

Try Wembley Greyhoungs,

#7.99 from O&H Games. We haven't played it at the Fowers, but it seems to have decent array of features. Though the graphics look very limited --mostly text). It will run on 48K or 128K Spectrums.

You might have trouble finding it in a software shop, but D&H do not a mail-order service.

Write to them at Dept N. 19 Meine Road, Stevensge Hertfordshire SG2 &LL, enclosing: a cheque or postel order for £7.99 made out to D&H Gemes, a short letter explaining you want Spectrum Wembisy Greyhounds and giving the cetalogue code for this game (which is 'WG'), and a large encoder with a 25p stamp on it.

Or, if you want to see their (u) categories, trivialistic (0438) 728042, and explain that CRASH sent you in the D&H

un et beid

LA

A POET WRITES ...

The Night Sefore Christmas

'Twas the night before Christand all through my home Not a creature was stirring,

The test tubes were hung by the burner with care in hopes that Saint Nicholas soon would be there.

not even my clone.

The androids were nestled all snug in their beds. While visions of mc2 danced in their heads.

My wife in her jump suit, and I in my vest Had just settled down to some drug-induced rest.

When, out by the labs, there arose such a clatter. My bed woke me up to see what was the matter.

Away to the window, I hastened my mass Tore open the blast shields, and threw up the glass.

The refraction of moonlight through smog-ridden air Gave a luster of midday to everything there.

When what to my bionic eyes should appear But a mass-driven sleigh with some strange landing gear.

With a quick little pilot, a company man, Who did what was asked and just followed the plan.

More rapid than phantoms his coursers they came. He impulsed his crewmen, then called them by name.

'Now Redox! Now Hewlett! Now Quasar and Photon! 'On Laser! On, Xerox! On Pulsar and Proton!

'To the top of the dome, by the air-intake vent.

Now dash away quickly before our fuel's spent.

So, up to the air-vent his coursers they flew, with a craft full of toys and Saint Nicholas too.

And then in a flash, on the dome I did hear The scratching and scraping of stout landing gear.

I steadied my blaster, my chest to the ground. And then, through the air-vent he came with a bound.

He was dressed in a three-piece he'd rented near here. (Why purchase an outfit you wear once a year?)

A life-support system he wore on his back, while toys for the androids he took from his pack.

He brought out the toys that department stores sell →

The elves at the pole could not make them so well.

He checked with the base ship while doing his work, And filled all the test tubes, then turned with a jerk.

His antigray belt was secure, I suppose – and, pressing the keys, up the air vent he rose.

He sprang to his craft, gave a shout to the crew. The ship heaved a shudder, and skywards they frew.

But I heard him exclaim, as he flew out of sight, 'Merry Christmas to all, and to all a good flight.'

Merry Christmas! Happy New Year! To you Lloyd and all at CRASH... Peter Young, Lancashire

I've had to change some lines to fit it all in, but I'm really no poet – I can't make them scan or rhyme at all. Frey on being the best, most radicasualistical artist in the whole wide Multiverse. (Now I know that you'll be sitting there in your designer armchair saying 'Ha! His titchy opinion doesn't mean very much', but it does, so there. And Oli is still cool after all that.)

Still on this subject, Oli doesn't get enough praise or publicity so I've started a fan c ub for him. It is called Oli Rules in British Lands Everywhere (ORIBLE for short).

Alas, as they say in all the best cartoons 'TH-th-th-th-that's all folks!'

Brian McConnell, Scotland

My armchair is something of an heirloom and dates back to long before this ridiculous word 'designer' was invented.

ARE THEY BY ANY CHANCE RELATED?

Dear Lloyd I haven't got much to say, I was just wondering if you had noticed any similanties between the Electric Dreams logo and Disney and's Captain Ea thingymajig.

Andrew Mcgregor, Isle of Man



▲ Disneyland's Captain Eo thingymajig

PS Hi, Merry Christmas, Happy Birthday etc to Chris, Kieran, Simon, Karl, James and everyone else at RGS who is reading.

Not until now.

LM



▲ The Electric Dreams logo

Now if I was Nick Roberts, I'd swallow a last mouthful and say 'that's it for another rad, hip, trendy, with-it Forum'... or whatever it is people say these days.

But I'm not – I'm Lloyd Mangram, and I get by with a little help from my granny and a lot from you. This month I've had one of the best postbags since the great days of '86, and it seems like good times are back in town again.

Goodness, I am slipping into that pseudocool Nick Roberts style, aren't I? Time to go before the wind changes and I'm stuck like this . . . keep writing to:

LLOYD MANGRAM'S FAB'N'BRILL FORUM CRASH

PO BOX 10 LUDLOW SHROPSHIRE SYILIDB

(On second thoughts, leave out the 'fab'n'brill' bit – grandma probably thinks they're soap powders and she'll pester me to buy some. Shopping on a bike isn't easy!)

Don't forget that each month's top letter wins £30 worth of software – the winner's choice.

COMPLAIN, WHINGE, GROAN

Dear English to tetter the sent to CPMASH and I'm glad to say the not going to compler (simply because they another to com-

piam abeur

Infact I'm going to so quite the opposite. Every month I read complaints about CRASH, but why? If you look through any magazine there a going to be at least one thing you don't like. My encacaça lo paopiu mai cneosa CRASH la save your papa Lleyd's heard it all before David Marsan, Cheebice

ONE THING YOU DON'T LIKE????? Step outside and say that! (But thanks for the letter really - it's nice to know someone's still rational and there.)

HE MUST BE MAD

Dear Mr Anagram (sounds better, en?)

I would like to congratulate Your Sinclair on being the best magazine around, but I can't because CRASH is,

Creeping and crawling apart, here is the point of my letter. There. Did you see it? It was cunningly disguised as a full stop. No? Well Fil kill it then. (SPLURRRGGGHHHH!) And nowfolks, the moment you've all been waiting for, my top ten favourite computer games!

☆ Pot Noodle

☆ Kit Kat

☆ Cadbury's Fudge
☆ Choco ate milk shake

☆ Pedigree Chum?!!?

Did you spot the three deliberate mistakes? They're all foods, not games: there are only five of them, not ten; only dogs and Coronation Street fans eat Pedigree Chum!

Ah yes, before the hand grenades inside my feet blow up, I would like to congratulate Oli



Despite his recent defection to THE GAMES MACHINE magazine, Robin Candy remains willing to keep his commitment to a CRASH Challenge, if only to help obscure memories of his poor performance in the Intermagazine Challenge. His chosen game was *The Empire Strikes Back* (90%, Issue 54). Careful study has given Robin some good ideas for tactics, but has he spent enough time practising what he preaches?

he morn of the challenge begins as peacefully as one would expect of Ludow - just a few, rattl ing delivery trucks and the odd low-flying, American bomber to disturb a weary reviewer's slumber. Once inside CRASH Towers, however, everything changes. There blood, sweat and tears are being shed in abundant quantities and the Towers resonate with howls of woe. Has Robin been defeated so quickly, so easily? No, a quick check with the Production Manager reveals the hideous truth: it's the six-monthly Towers' office shuffle in progress. Desk, chairs and even the complete set of CRASH binders all have to be heaved from the first to the third floors. The narrow, twisting staircase is packed as this elaborate game of Musical Offices begins. Robin Candy heroically, or stupidly, ends up at the wrong place, at the wrong time-eg at the rear end of a 12-ton photocopier going down the stairs backwards. Against all the odds Robin survives and seems glad to head off for some classes at college

When Robin returns CRASH is 'installed' in its new offices with exhausted staff slumped in their chairs, surrounded by years of clutter. Not until 4:30pm was a Spectrum's distinctive voice to be heard, burbling along with The Empire Strikes Back tunes. With a worried look in his eye Robin paced between the corpses, murmuring: 'I could lose this, you know. I haven't had time to practise'. But it's getting late now, and maybe the challenger won't arrive after all...

NO SUCH LUCK

At 4:50pm the sophisticated security system (which periodically locks us out) announces



the arrival of Daniel 'No jokes please' Trigger, 14 years. Trigger hails from Bromsgrove and wears a sweatshirt embroidered with an ad for his fanzine Comp. A copy of said fanzine is handed out, compiete with covermounted cassette – 'The game's rubbish but it gets in the punters' remarks the young wannabe Rupert Murdoch.

Robin, by contrast, wears some ultra-trendy cycling gear with the legend 'on yer bike'. Dark shades and a shoulder-mounted Olibug complete the image. Unfortunately Robin's legendary cool seems to be wearing a little thin. The problem is a lack of suitable backing music. Lacking the Pet Shop Boys Robin'il have to put up with The Christians, which isn't bad, but the One In A Million track is a real downer apparently. The Comps Minion is put in charge of flipping the tape if it should come up.

Young Daniel quickly gets set up at a Spectrum with his Cheetah 125 joystick, but Robin's still moaning – his favourite joystick's broken and he can't find just the right replacement. The Comps Minion suggests a Sinclar joystick to loud laughter. Finally Robin selects a joystick but can't find exactly the right 'crucial distance' from the monitor. Clearly nettled by the delays Daniel murmurs that maybe Robin should 'get crucially into the game'...

And into battle they went . . .

The stopwatch is started and both competitors instantly press fire, but must then endure the slow intro where Darth Vader's Star Destroyer crosses the screen. Once into the action Robin's tactics become obvious – get his snowspeeder through the probots as fast as possible by not bothering with the radio transmissions, then earn massive bonuses by trick-flying, zooming between the AT-ATs legs on the walkers section. Daniel, by contrast, only attempts to fly under one or two





AT-AT's. He s aiming for the massive end of level point bonuses and tries to avoid any unnecessary risks. Given that each game will only last ten minutes, not enough time to complete more than a few levels, Robin's tactics seem clearly superior - if he has sufficient skill to carry them out.

At just 257 points Robin loses his first life on the very first AT-AT, weary CRASH onlookers exchange nervous glances. Robin persists with his tactics however, racking up huge trickflying bonuses, but loses yet more lives at 75370 points, then 140429 and 180840. After changing into the Millenium Falcon Robin survives the attack of wave after wave of TIE fighters then skilfully navigates the asteroid field. At the end of the first level Robin has 435230, almost double Daniel's 285757. But Daniel's earned a Jedi bonus and is invulnerable until it runs out, and on top of that he's yet to lose a life.

Battle begins on the next level and shortly afterwards the sixminute mark is announced. 'Oh no,' Robin cries in horror, 'I've got to survive four minutes with no shields!' Daniel smiles to himself and unsympathetically jokes. 'Well die then'. Robin bravely struggles on a further one minute, 26 seconds before dying with 441475 points. Daniel plays on with the luxury of three shields, but a minute later his score is still a relatively lowly 306751. Attacking the walkers he loses a shield, but easily gets on to the TIE fighter section, As he enters the esteroid field with thirty seconds to go Robin is still well ahead on score. 'Gotta get to the end of this wave . . . pleeese!' Daniel pleads. He gets there exactly on the ten minute mark and his 564652 score makes him the winner of the first round.

FINAL SCORE: DARTH CANDY 441475 HAN TRIGGER 564852

ROUND TWO

The reason for Robin's 'mysterious' loss is soon discovered, however - his cassette player was on MONO! Reinvigorated by this discovery Robin takes off his shades and bangs on his Communards tape. Once again both players start on Level Three -the top difficulty level - and are quickly engaged in blasting probots. Robin sticks to his tactics and is soon at the walkers, going for the trick-flying bonuses: 5000 points for the first AT-AT, 10000 for the second and so on. Robin loses three lives in the walker section, but his final bonus is a massive 40000 points. All those points add up and by the time he enters the asteroids section his score is 180772, but only one shield is left. By contrast Daniel has just 19157, After end of level bonuses and with five minutes left to go Robin has 440671 compared to Daniel's 290825. With two minutes remaining Robin, still with just one shield, is groaning that going through the TIEs is 'doody'. As Daniel struggles to match Robin's score his Spectrum promptly crashes. But as Robin wants to go swimming at six prompt we allow his turn to continue. At the end of ten minutes he's on to Level Five with a humongous 710194 points.

FINAL SCORE: DARTH CANDY 710194 HAN TRIGGER crashed and burned



ROUND THREE?

Since Daniel will have an opportunity of beating Robin's second score later this is the third round for both players. Robin puts on The Smith's Girtfriend in A Coma. He loses his first life at 145 points in the walker level, at 5145 another life is lost. By the time he's reached the asteroid field ne's got 13884 and three shields, but no competitor. Daniel's Spectrum has crashed again. Once again we let Robin play on. Robin completes Level Three with 263970, but is soon

losing lives again at the walker section. At the seven minute mark Robin is down to no shields, still, he flies through the asteroid field without a collision and earns his end of level bonus. A few seconds into the probot section, however, and he makes a fatal miscalculation. With a massive probot's nead filling the screen Robin's game has ended on 596541 points, a minute and a half still to run.

NOT-VERY-FINAL SCORE: DARTH CANDY 596541 HAN TRIGGER crashed and burned (again!)

NOT DEAD YET!

As Robin leaves, Daniel transfers his joystick to Robin's Spectrurn to restart his second game. To win the round and the game Daniel must beat 710194. He gets off to a brilliant start with, for him, lots of risky trick-flying on the first level. He earns 142363 without using a single tow cable, but things start to go wrong in Space and two lives are lost to the TIE fighters. At the end of the level he's got a very healthy 405708, though, and a Jedi bonus. Once the bonus wears out he is soon reduced to just one shield due to heavy flak in the walker section. Yet another shield is tost in the asteroid fields and despite a very brave effort his final score of 678778 just isn't good enough. Robin is given round two and the challenge is all square

ROUND TWO: HAN TRIGGER 678778

As game three begins Robin returns, having decided to stick around. He isn't noticeably cheered by his second round victory realising it's his third score which is the vulnerable one

Dan el knows this as well and changes tactics accordingly. Everything onscreen is quickly blasted and there are no attempts at any risky trick-flying. Unfortunately these eminently sensible, safe tactics result in the loss of a life. Confidence rattled Daniel loses another in the

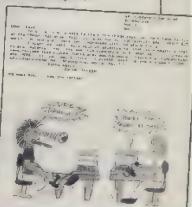


TIE section but survives the level to boost his score to 270843 over halfway there. Wave four is begun with the Jedi bonus and once Daniel enters the walkers section he reverts to former tactics with some nifty trick-flying. No lives are lost there, but a popup attack from a TIE takes another shield later. Daniel tights through to the end of the level. however, and the bonus makes him the winner with 607904. His final score of 609387 only confirms his victory and Robin's defeat.

ROUND THREE: HAN TRIGGER 609387

Ah well, Robin is on the TGM staff now.

Watch out for Mark 'The Merclless' Caswell in the next enthralling encounter in The CRASH Challenge (showing nightly at a cinema near you!).



Dear Mark

Word has it that you're pretty hot at Activision's skyscorcher Afterburner. Well, to be honest with you, I reckon I'm a million times better than you! Don't believe me, eh? Well I was playing the old fuel guzzler last night and managed to amount a mediocre (for me, anyway)

And by the time of the challenge I'll be even better. The gauntlet is thrown . . . !

NAMEAGE
ADDRESS
POSTCODE
2

Just send your form off to The Burning Challenge, CRASH, PO Box 10, LUDLOW, Shropshire SYS 1DB. Don't be surprised if you are summoned!



10 GREAT GAWES

AMAZING VALUE!
IN ALL GOOD COMPUTER SHOPS NOW

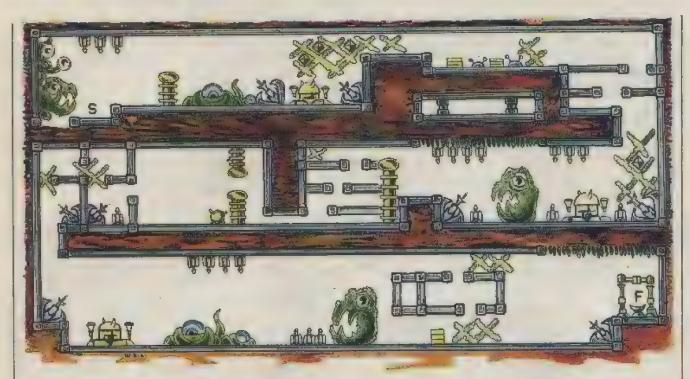
COMMODURE SPECTRUM AMSTRAD CASSELLE C12 95 DISK E16 95

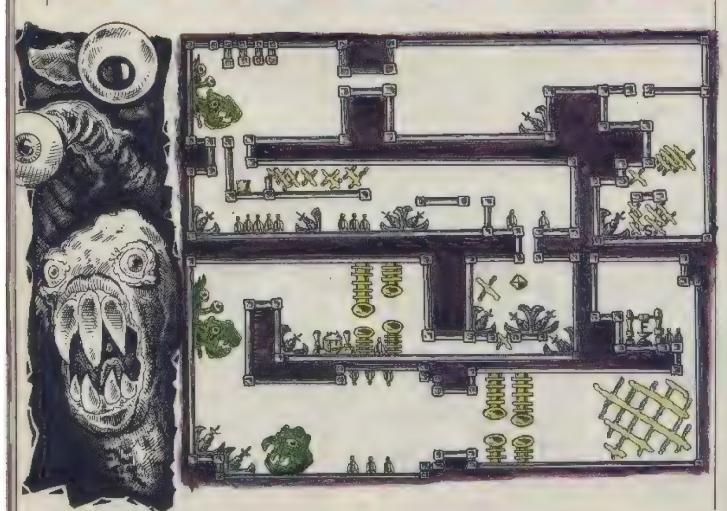


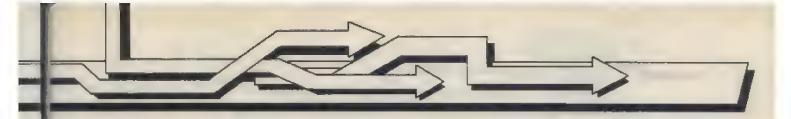
The name behind the great games













LEVEL ONE

Screen 1 Exit at bottom

Screen 2 Use SEEKER to blow up the open/ shut gun. Get mace. Exit at bottom left. Screen 3 If you can't dodge the pipeline aliens then use SHELDS. Collect back gun. Exit at top left. Screen 4 Use ROUNCE to destroy open/shut gun and rockets. Shoot aliens,

collect cargo. Exit at top.

Screen 5 Shoot obstacles, collect mace. Exit at bottom right tunnel.

Screen 6 Use made or BOUNCE to destroy

rockets. Shoot aliens, collect cargo. Exit right.

Screen 7 Use SHART BOHB to destroy rockets and head. Exit at bottom.

Screen 8 Use SHED, collect cargo pod. Exit at bottom.

Screen 9 Use BOUNCE to destroy obstacles. Dodge snakes, bullets from open/shut gun and rockets. Exit at bottom right.

Screen 10 Use SHEID just before the snake hits you, go through the pipeline, dodge snake and destroy rockets and aliens. Col-

lect cargo. Exit at right. Screen 11 Use \$OUNCE to destroy obstacles. Use cargo pod to fill up \$46D. Shoot allens and collect cargo. Exit at top right.

Screen 12 Use BOVINCE to destroy aliens and rockets. Collect cybermace and cargo. Exit

Screen 13 Go as far up as possible, use SEEKER to destroy the big obstacle. Stay at top, shoot your way to the exit (top left).

Screen 14 Use SMART BOMB to destroy head and rockets, collect made. Use \$0UNCE. shoot aliens, collect cargo. Exit top right.

Screen 15 Use SEEKER on rocket and open/ shut gun. Land on pad.

LEVEL TWO

Screen 1 Use SEEKER to destroy open/shut gun. If you can't destroy pipeline aliens then use SHIELD. Exit at bottom.

Screen 2 Use SEEKER on open/shut gun. Snoot obstacles. Exit at bottom right. Screen 3 Use SHED to get past indestructible gun. Exit at top right.

Screen 4 Shoot three of the obstacles on the bottom, shoot all obstacles in the middle. If you can't get past pipeline then use SHELD. Exit at top right.

Screen 5 Use TRACKER and BOUNCE to destroy head, open/shut gun and aliens.

Collect cargo, Exit right.
Screen 6 Use SMART BOMS but keep clear of big obstacle. Use BOUNCE to destroy aliens, collect cargo and cargo pod. Exit at the bot-

Screen 7 Dodge snakes, collect weapons, shoot aliens, collect cargo. Exit at bottom. Screen 8 Go along the top so rockets fire but don't hit you. Use SEEKER to destroy open/ shut gun. Dodge pipeline aliens. Exit at bot-

Screen 9 Use KOVNOF Dodge snake. Shoot aliens and collect cargo. Exit left.

Screen 10 If you have the mace then destroy the rocket. If you don't, use a SEEKER. Use MED to get through pipeline if you are not feeling very daring. Exit left.
Screen 11 Use BOMBS to destroy rockets.

Land on landing pad.

LEVEL THREE

Screen 1 Use BOUNCE to destroy rockets. Exit at right.

Screen 2 Use SEEKER to destroy open/shut gun and use BOUNCE to destroy aliens, collect cargo. Exit right.

Screen 3 Use BOUNCE to destroy obstacles and collect weapons. Exit top right.

Screen 4 Use SHED to get past indestructible gun, collect cargo pods, shoot obstacles then exit top right.

Screen 5 Dodge snake and use SHELD to get past pipeline aliens, then shoot obstacles. Exit bottom right

Screen 6 Use SMART BOMB then use BOUNCE to destroy obstacles and aliens. Collect cargo. Exit left.

Screen 7 Use TRACKER then BOUNCE, shoot aliens, collect cargo, Exit left.

Screen 8 Don't shoot any of the obstacles, use SHELD to get past the aliens. Exit bottom

Screen 9 Try to dodge the aliens, if you die, then use SHELD and collect mace. Exit left. Screen 10 Use SMART BOMB then use BOUNCE to destroy obstacles. Go through tunnels, use SHEW if necessary. Exit bottom left.

Screen 11 Use SEEKER to destroy open/shut

gun and big obstacles. Shoot aliens, collect cargo. Exit right.

Screen 12 Use ROUNCE to destroy rockets

and aliens, collect cargo and exit right.
Screen 13 Use TRACKER and exit bottom right.

Screen 14 Collect cargo pod, shoot obsta-

cies. Exit right.
Screen 15 Use SEEKER to destroy open/shut gun. Land on pad.

LEVEL FOUR

Screen 1 Use BOUNCE to destroy obstacles and open/shut gun. Exit top right.

Screen 2 Use SHELD to get past aliens. Exit

top left.

Screen 3 Use ROUNCE to get the open/shut gun and the aliens. Exit left.

Screen 4 Use SEEKER for both open/shut guns, shoot aliens, get cybermace Exit left.

Screen 5 Destroy first two rockets with

SEEKERS. Try to get the back gun and cybermace. Exit bottom right.

Screen 6 Collect weapons and cargo, use **BOUNCE** for the obstacles Exit top right. Screen 7 Use SHELD. Shoot obstacles but don't bother with the open/shutgun. Exit top

Screen 8 Use BOMBS on rockets, dodge

aliens. Exit at middle bottom Screen 9 Use SHART BOHB. Don't shoot first two obstacles but shoot the rest. Dodge the snakes and exit bottom left.

Screen 10 Use SEEKER to destroy big obstacle. Now use the SHED to get past the pipeline aliens. Shoot aliens, collect cargo and exit left.

Screen 11 Use the SHART BOHR to destroy the open/shut gun and rockets. Dodge the bullets and exit bottom left.

Screen 12 Use the TRACKER to destroy the head, open/shut gun and the rockets. Then use BOUNCE to destroy the aliens. Collect the cargo and exit right.

Screen 13 Use BOUNCE to destroy the aliens and rockets. If you haven't enough cargo points then now's your last change to get

some. Exit middle right.

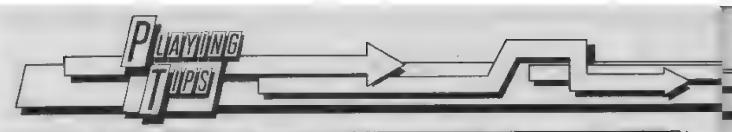
Screen 14 Use the SEEKER to destroy the head. Use SMELD to get past the pipeline allens and snake. Exit right.

Screen 15 Use the BOUNCE to destroy the

small obstacles. Exit top right.

Screen 16 Use TRACKER to destroy the roc-

kets and the open/shut gun. Land on the landing pad. Congratulations!



No, this isn't a new tea set that [I had for Christmas, it's some POKEs from The 1916 Mare the hackers from the kitchen-ware department of your local store. To kick off the New Year they've sent is infinite lives for

impact and 2006, infinite balls on Advanced Pinball Simulator, infinite lives and invincibility

DYNATRON MISSION

- REM DYNATRON MISSION HACK REM BY THE TEFAL
- 2 MEN
- REM (MEL & STE) REM JUST DELETE THE POKES YOU DON'T WANT
- PAPER OF MIKE
- CLEAR 24575 LOAD ""SCREENS 30
- PRINT AT 10,0 LOAD ""CODE 40
- 50
- POKE 41829.0: REM INF LIVES
- POKE 41686,201; REM INVINCIBLE 70
- PRINT USR 44930

TERRORPODS

- **REM TERRORPOOS** HACK
- REM BY THE TEFAL MEN
- REM (MEL & STE **CLEAR 30207**
- BORDER OF PAPER OF 20 INK O
- LOAD "*CODE 16384
- LOAD "*CODE all
- REM INFINITE LIVES 50
- 51 PORE 62305,36 PORE 62792.0
- REM INFINITE AMMO POKE 64516,201 60
- 46
- REM INFINITE FUEL POKE 53347,36 70
- RANDOMIZE UST 47872

DVANCED PINBALL SIMULATOR

- REM ADVANCED PINBALL SIMULATOR HACK
- HEM BY THE TEFAL 7 MEN
- a
- REM (MEL & STE) REM MET PORE 35237.0
- LET T=0
- LET W=0 20
- 30 FOR F=30000 TE 30030
- 40 READ A
- 50
- POKE F.A. LET T=T+W*A 60
- LET W=W+1 70
- NEXT E 80
- IF T<>71828 THEN PRINT "DATA ERROR": STOP
- 100 RANDOMIZE USA
- 110 DATA 17, 0, 1, 221, 33, 0,
- 120 DATA 62, 255, 86, 206, 86 130 DATA 5, 212, 46, 117
- 149 DATASS, 78, 117, 17, 11
- 96
- 150 DATA 1, 7, 6, 237, 136 160 DATA 195, 6, 96 170 DATA 175, 50, 166, 137 180 DATA 185, 124, 134

IMPACT

- REM IMPACT HACK REM BY THE TEFAL MEN
- 10
- REM (MEL & STE) CLEAR #07110 LOAD ""SCREENS 20
- LOAD "CODE 30
- POKE 54500.38 50
- RANDOMIZE USB GU 48442

2088

- REM 2008 HACK
- REM BY THE TERM Ú MEN
- REM (MEL & STE
- **REM MF1 POKE** 41890,36
- PRINT AT 10.4. START **BEGINNING**"
- 3 0
- READ,A 40
- 50 POKE FIA
- MEXTE
- DATA 62, 56, 50, 162, 163 DATA 195, 0, 128 RANDOMIZE USP 70

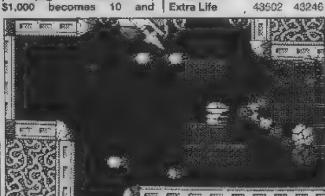
THE FLYING FINN

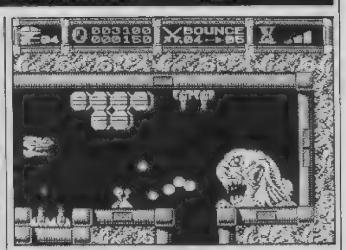
Fact 1: Paul Flynn of Merseyside has sent in 46 Multiface POKEs on only three games! Fact 2: They are for Overlander, Cybemoid and Cybemoid II. Fact 3: That is an average of 15.3 POKEs a game. Fact 4: I had my English O-level regraded and passed.

These Overlander POKEs let you change the prices of the equipment. To find the number to POKE into the chosen memory location ignore the last two numbers of the price (e.g. \$100 becomes 1,

\$10,000 becomes 100). 0 can be used to make items cost nothing.

ITEM	128K	48K
Superbrakes	43482	43226
Turbocharger	43484	43228
Leanburner	43486	43230
Battering Ram	43488	43232
Armour Plating	43490	43234
Bullet Proofing	43492	43236
Wheelblades	43494	43238
Flamethrower	43494	43240
Missiles	43498	43242
Smart Bomb	43500	43244
	A de de de De	





These Cybernoid I & II POKEs let you change the amount of weapons being carried.

	CYB	ERNOID1	CYBERNOID II		
	Present	Maximum	Present	Maximum	
Bombs	31672	31673	30310	30311	
l'Mines	31688	31689	30386	30387	
Shield	31704	31705	30403	30404	
Bounce	31720	31721	30418	30419	
Seeker	31736	31737	30434	30435	
Smart			30450	30451	
Tracker			30466	30467	

*In Cybernoid II these are the Time Bombs.

HACKERS

A few routines that were left over from the Christmas Special were these from The How don Hackers. There are handy

hacks for Pro BMX Simulator, Metaplex, Blade Warrior and Intensity.

METAPLEX

- REM METAPLEX HACK 10 REM HOWDON 20
- HACKERS'88 REM INFINITE SHIELD, 21 LASER, ACID (TANK) AND ACID (FLASK)
- **CLEAR 25298**
- LET T=7810
- FOR F=65410 TO 65476 READ A: POKE F,A
- LET T=T-A 70
- **NEXT F** 80
- 90 IFT<>0 THEN STOP 100 LOAD ""CODE 65000
- 110 POKE 23659,0
- 120 RANDOMIZE USR 65410
- 130 DATA 33, 179, 255, 17,

235, 253

- 140 DATA 1, 13, 0, 237, 176,
 - 33, 24
- 150 DATA 4, 34, 27, 254, 33, 156
- 160 DATA 255, 34, 96, 254,
- 195, 248 170 DATA 253, 151, 50, 11,
- 155, 50 190 DATA 170, 143, 198, 183,
- 190 DATA 247, 154, 198, 18,
- 50, 184 200 DATA 142, 50, 250, 187,
- 195, 64 210 DATA 130, 64, 130, 56,
- 132, 134 220 DATA 153, 132, 17, 45,
- 153, 56 230 DATA 2, 24, 127, 72, 72,
- 56, 56 and the completent mental results of the state of the sta

PRO BMX SIMULATOR

Type out this main listing with the line numbers exactly as printed.

- 10 REM PRO. BMX SIM. HACK
- **REM MAIN BLOCK**
- **REM HOWDON HAC-KERS'88**
- REMONLY 1 LAPTODO 34 AND INFINITE TIME
- **CLEAR 64999**
- 50 FOR F=85000 TO 65046
- READ A: POKE FA 60 70
- **RANDOMIZE USR** 80 65000
- 90 DATA 55, 159, 221, 33, 0,
- 100 DATA 17, 0, 1, 205, 86, 5 110 DATA 48, 242, 33, 4, 254,

- 120 DATA 118, 95, 1, 20, 0, 237
- 130 DATA 176, 195, 0, 95, 62,
- 160 DATA 127, 72, 72, 56, 56

Now all you have to do is add one of these data lines, depending on whether you are playing the standard or expert versions of the game.

STANDARD

- 140 DATA 50, 231, 140, 33, 62, 49
- 150 DATA 34, 179, 144, 195, 0,96

EXPERT

- 140 DATA 50, 8, 141, 33, 62,
- 150 DATA 34, 212, 144, 195, 0,96

BLADE WARRIOR

- 10 REM BLADE WARRIOR HACK
- 20 **REM HOWDON HAC-KERS'88**
- **REM INFINITE MEN** AND TIME
- **CLEAR 63999**
- 40 FOR F=64000 TO 64031

anumportality buttery continues

- READ A: POKE F,A
- 60 **NEXT F**

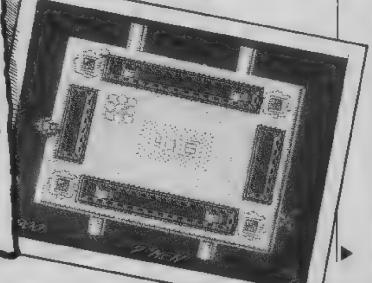
- RANDOMIZE USR 70 54000
- ŘΩ DATA 243, 49, 0, 0, 221,
- DATA 0, 64, 17, 16, 163,
- 100 DATA 159, 205, 86, 5, 48 110 DATA 242, 151, 50, 41,
- 120 DATA 246, 182, 50, 66,
- 130 DATA 195, 0, 128, 72, 72

INTENSITY

- REM INTENSITY HACK
- **REM HOWDON** HACKERS'88
- REM INFINITE DRONES, SKIMMERS AND R.U.S
- **CLEAR 32767**
- LET T=556605; LET 50 W=105
- FOR F-32768 TO 32872
- READ A: POKE F,A 70 LET T=T-W+A: LET 80
- W=W-1
- **NEXT F** 100 IF T<>0 THEN STOP
- 110 LOAD ""GODE 52480 120 RANDOMIZE USR
- 32768 130 DATA 49, 179, 95, 33, 0,
- 205 DATA 17, 212, 128, 6, 2,
- 237 150 DATA 176, 62, 195, 33,
- 27, 128 160 DATA 50, 34, 129, 34, 35,

- 170 DATA 195, 212, 128, 122, 254
- DATA 46, 221, 33, 62, 205, 126
- 190 DATA 40, 6, 33, 239, 128, 195
- 200 DATA 37, 129, 230, 7, 60,
- 210 DATA 21, 255, 33, 64, 128, 62
- 220 DATA 195, 50, 50, 93, 34,
- 230 DATA 93, 20, 195, 0, 93,
- 240 DATA 87, 128, 17, 187,
- 250 DATA 20, 0, 237, 176, 62, 31
- 260 DATA 50, 50, 93, 237, 67,
- 270 DATA 93, 195, 50, 93,
- 151, 50 280 DATA 78, 124, 50, 177, 129
- 290 DATA 246, 82, 50, 208, 124 300 DATA 195, 0, 240, 127, 72, 72

- 154





NINJA NAUGHTINESS

Heeh, whaa, yaaa! Nope, I haven't gone mad, I was just practising my ninja skills for these tips on System 3's Last Ninja 2. I thought that because System 3 have put so much work into the game it would be a bit unfair to print all the solutions that have been sent in yet, so here are some tips from Paul Dique of Abingdon – bit weird, though.

Level 1 - Central Park

★ To open the trap door, move next door and punch where X marks the spot.

★ The key opens the park gate. ★ To find the shuriken, beat up the cop guarding a box, press P at the box.

★ To find the staff. Climb a fence, jump some gaps and press P at the cross.

★ To find the nunchuka search both of the ladies toilets.

Level 2 - The Streets

★ Remember the highway code.

★ Search doors for a really grate key.

★ To find the bottle, look outside the drug store.

★ To find the sword find the boarded up door and kick it down. But be prepared for a surprise! ★ Stuck for an exit? Make a grate exit with your key and head underground.

Level 3 - The Sewers

★ Find a key and a grate then head downwards.

★ For the first set of three doors take the third.

* For the second set take the middle.

★ To get past the croc, wait until he is clear of the door and go behind him.

Level 4 - The Opium Factory

★ Find a flexible friend on the walkway.

★ Explore the walkway and fight for something Kentucky deep fined.

★ Parcels giving you a hard time? Time your jump.

★ Man on blocks stopping you? Throw a star.

★ Keep an eye on the floor to avoid a shocking experience.

★ Find a full pot and make a red hot opium chicken surprise for a real cool cat.

★ Past the cat but cannot go anywhere? Perhaps an object will access a lift to your spirits.

Those tips should keep you going for a while, more coming soon . . .

MICKEY TAKES THE HINT

If you're a fan of this lovable Disney character and stuck on Gremlin's game then these tips on the sub-games should help you along. They're from Colin Macdonald in Dundee.

Puddle Maze

Don't collect the heart when you still have all three lives. To get rid of the skull, collect it with the power pack on (Mickey flickers). To save time go right three times, down once, right three, down one etc.

Bubble Machine

Drop a hammer just before you are above the bubble and if you miss, one after – this way you're guaranteed to hit it. If you want lots of points then wait until the tube is almost empty and go

about killing ghosts.

Pump Room

Wait at the right-hand side until you are safe to go up the first ladder. Then go up it, knock in the two corks, go up, then right, put in the cork, wait until it's safe then quickly go along. Put in the corks, then if the force field has gone go right and hit the big monster. If it hasn't, walk left and you will fall down.

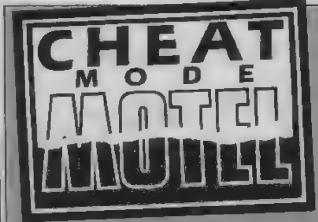
Dripping Taps

Try not to get stuck at the bottom. If you're at the top you can get down no matter what way the lift is going. If it's going up, step on it and wait, then you fall down to the next level. Often the ghosts can't go through the lifts, but sometimes . . .

FROGGY FEELINGS

After that brilliant Draconus map in the bumper Christmas Special last issue, the perfect item to complement it must be this solution from Guy Rowland of Bishop's Stortford.

r, r, r, r, drop down hole, l, r, get morph helix, l, r, u, l, l, l, l, drop off left of stab, d, d, r, d, jump onto platform below, jump at cup to fall onto shield, you will die and return to the start, d, d, d, l, l, l, l, drop through hole, change into dragon-newt, l, l,



Oh dear! Never have a New Year's Eve party and leave the tidying up for later. The Motel is looking in a right state after ours. When we finally started clearing up we found Lloyd Mangram hidden under a pile of paper plates, with a bottle of stout in one hand and a sausage roll in the other. Never again, well perhaps not till next year. The cheats don't seem to have been affected by all the mindless drinking and mer/ment though – they're in a perfect form to start off the New Year.

DALEY THOMPSON'S OLYMPIC CHALLENGE

Before you do the training, select the Kempstonjoystick (if you've got one don't use it) and start the game off. You should score 60 in the dumb-bells, 190 in the sit ups and 190 in the squats. After this you must redefine the keys, press 2, 3, or 4 on the 128K and load in day 1 and do the same on the 48K. (occupant' Colin Shuttleworth)

REMEGADE

If you press 0 while playing on the 128K version you will skip the level you are on and go on to the next. (occupant: **Kevin Courtenay**)

BRAINSTORM

Before pressing fire to select 'Play Game', hold 1, 3 and 5 for the editor or 2 and 4 for a game. (occupant: **Kevin Tracey**)

TARGET; RENEGADE

When loading, type LOAD ** REM TARGET RENEGADE and you will get full energy when swapping levels.

(occupant: Kelvin Courtenay)

LAST NINJA 2

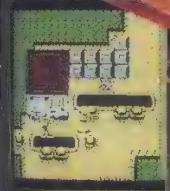
Whitst in combat with a baddy hold down the pause key (H) when hitting him – his energy should go straight away. (occupant: Steven Ward)

ARCADE ACTION

from the SNE stable, the coverage distable for the large transfer and a great science of







STR.D

PHMNDORE

, the name of the game



SPECTRUM

VOTE FOR THE BEST IN 1988

Computer Leisure Awards

For the first time ever, you will be able to join with the readers of many other British magazines to decide who and what was best in 1988. Awards will be made to software producers resulting from your voting through, this, your own magazine, for what you considered to be the best games you have played on your

computer during the past year.

Many other magazines are carrying this voting form. It means the results will truly be democratic, and therefore really mean a lot to those who receive them.

The votes will be collated by an independent company, to whom you should post your voting form, and the awards will be presented at the Computer Leisure Industry's 'get together' — Computer Arena — in March 1989.

So, simply fill-in the voting form below, cut it out (or photocopy it) and send it to:

GAMES OF THE YEAR
MICHAEL BAXTER
SOLUTIONS PR
2 WELLINGTONIA COURT
VARNDEAN ROAD
BRIGHTON BN1 6TD

) Please tick the computer format you are AMIGA AMSTRAD CPC	3) Please state what you consider to be the BEST GAME OVERALL of 1988:
COMMODORE 64/128 PC COMPATIBLES ATARI ST SPECTRUM	4) Which Software House do you choose as being the most consistent in producing high quality computer games during 1988: Computer of the c
1) Please name your choice of best game (from the format ticked above) of 1988:
2. Best ADVENTURE game	
_	
2. Best ADVENTURE game 3. Best STRATEGY/WAR game	
2. Best ADVENTURE game 3. Best STRATEGY/WAR game 4. Best MUSIC with game	D 200 200 200 200 200 200 200 200 200 20

ARE YOUR WELLIES FULL OF SNOW? HAS YOUR SPEC-TRUM GOT FROST BYTE? HAVE YOU JUST READ AN AWFUL PUN? NEVER MIND, YOU COULD STILL BE IN PHIL KING'S

Pippeel It's Christmas time again, when a certain plump person front Nicky dimbs down your chimney and leaves loads of presents. But if you're unfucky enough not to have a chimney, you can still get your name into SCORES (no chimney needed). In fact you don't even need a mega-high score to qualify—apart from the top score for each game, two humbler efforts are picked at random and printed below it. And if that isn't a big enough incentive any entry (printed or not) can earn the sender E40 worth of software plus a CRASH cap and T-shirt. Four lucky runners-up also get trendy caps and T-shirts, so don't just sit there; get scoring!

A. The same of the	
ACTION FORCE II	Virgin
Barry Mepham, Gravesend	6805638
Ricky Wallace, Northolt	116050
Michael Champion, Nottingham	106700
ALIEN SYNDROME	Ace
Mark Thompson, Stockport	730,200
Robert Davies, Nottingham	491,400
Mr S Claux, The North Pole	385,306
ARKANOID - REVENGE OF DOH	maging
John Shearman, Stockport	2511760
John Walton, Edinburgh	1830450
Mark Hollins, Southend	1605320
ATF	Digital negration
Carl Stimon, Belfast	91240
Peter Wiles, Hul	57660
Mark Dingwah, Sunderland	17840
BASKET MASTER	Imagine
Steven Cooper, Middlesborough	118-0
Michael Spencer, Oldham	108-0
Anthony Underwood Bolton	92-0
BIONIC COMMANDO	GOI
James Armstrong, Tonbridge	1157670
Paul Robinson, Leicester	299394
James Cane, Middlesborough	210570
COBRA	Ocean
Thomas Fahey, Putney	1325560
Jonathan Webb, Sunderland	187900
Andrew Wreford, Heaviere	47050

COMBAT SCHOOL	Ocean
Nell Innes, Musselburgh	978000
Robert Knowles, Mansfield	899800
Ying Wah Wu, Bamingham	792700
CYBERNOID	Hewson
James Baldock, Waterbeach	999813
Peter Henderson, Shetland	72808
Stefan Rateliffe, Battersea	63569
DARK SIDE	Incentive
Chris Burnell, Bamsley	5485470
Graham Alliton Stoke-On-Trent	5400370
Tim Railett, Leeds	31900
ENDURO RACER	Activision
Neil tanes, Musselburgh	8932995
Noel Doyle, Dubin, EIRE	7314827
Lan Tomlinson, West Wickham	2980158
FIREFLY	Ocean/Special FX
Steven Bowman, Reading	1150560
Derek Jones, Swansea	645230
Terry Donaldson, Norwich	496760
FEYRES SHAPE	Firebord
Phillip White, Brackwarth	1447920
Philip White, Brackwarth Gareth Thomas, Uankloes	1447920 996490
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PLATOON	Otéan
Andrew Simmons, Winkleigh	571700
Derek Yardley, Bristol	343395
Kavin Gordon, Wolverhampton	264995
HAMFAGE	ACLVSSIDA
Aleil Innes, Musselburgh	979050
Tony Taylor, Szockton-On-Tees	893105
Paul Grant, Dundee	610350
DADELATION	US Gold
Mark Thompson, Portished	1220000
Ben Jewelf, Famoush	675920
James Coles, Congleton	95210
TARGET; RENEGADE	1magine
Darrain Lacey, Chesham	2338000
Jeffrey Murray, Jordanstown	2338497
Durren Wright, Berningham	300100
THE EMPIRE STRIKES BACK	Domack
Richard Johns, Milton Keynes	7377195
Dominic Roberts, Southampton	4575631
David Lees, Chorley	2568127
ZYRIAPS	Hewson
Cart Stinson, Belfast	956210
William Sankey Walsall	732130
Warren Davies, Oswestry	516700

WINNERS

540 worth of supertisoftware, including Cyperrical and Marauder tooth front Revision, is not susay to 14-year-old Maria Dingwall of Sunderland, he also gets a super-trendy CRASH cap and King Chat I data. Also getting caps and I-Stars are the locity four numbers up Troy are Demonstrated Devision from Mood in North Wales, Ansierow Wireford of Heavetire, near the wonderhalogy of Cruster Replete Nationalists from Majorield and Agnatham Weight of Surgerical.

PURPLICS PROJECT ANAMOUNACEMENT 5 The Distercheau community sensitivities existing the project of the fraction of the sensitivities of

Don't forget -- any score sent in to SCORES cannelin you a prize, even if it's not printed -- but avoid unwanted public exposure; don't sheat!

			ORES

NAME AGE

POSTCODE

MY SCORES ARE:

SCORE

Send this form (or a copy) with your scores for up to three games to PHIL KING'S SCORES, CRASH, PO Box 10. Ludlow, Shropshire 578 1DB. ONLY GENUINE SCORES WILL BE ACCEPTED, any improbably huge scores will be immediately blaned and the sender will be forced to asten to Stuart talking about Cyberpunk for 24 hours (non-stopl)—a fate worse than watching him eat a Cometto for breakfasti

IF I WIN TOP PRIZE I WOULD LIKE THIS \$40 WORTH OF

AND IF I WIN ANY PRIZE I WOULD LIKE THIS CRASH T-SHIRT, CHOSEN FROM THOSE ADVERTISED IN THE CRASH O'D HYPERMARKET:

The decision of the super-powerful CRASH Judges is final in all respects. So don't even let the thought of a confrontation cross your mind - you'll regret









LE SHOP

Now that the ghosts of the Christmas guests have been well and truly shaken off, JON BATES can put away his dressing-gown and wig for a few days and amuse himself by boring holes in the cabin walls, not to mention writing about yet more Motel Madness.

ORROR OF horrors. One of the guests has brought along his +3 Spectrum. Nick Farmer, from Creaton in Northampton, like several others, couldn't get his RAM Music Machine to work with it. The software loads fine but not a squeak can he get from his amplifier or headphones. We ran a check. None of the MIDI interfaces that we could find on the motel shelves would work. I suspected treachery and so mother phoned the CRASH Tech Niche team, both past and present. She offered them a free night's free accomodation for a solution but they both seemed to be very busy. However, they did call back to tell us that the +3 has the power supply removed from the interface port at the back. A MIDI interface will need to pick up power from the Spectrum and with this removed it can't work. We pondered if you could lash-up your own, if you knew the voltage they ran on, but you'd risk trashing your inter-

The general consensus is that the +3 is just not suitable for music and there have been complaints that the sound from the internal AY8912 chip is dis-

torted. But since all the programmes only use the 48K mode your best bet is probably to use an old Spectrum for music. (Thinks . . . must invite the design team from Amstrad along for an eventful evening in Cabin One.)

DISCORDANT MUSIC MACHINES

And now an astounding bit of work from Graham Galbraith from Wallsend in Newcastle. His set up consists of a Casio CZ230S, Roland MT32, RAM

'We pondered if you could lash-up your own,

Music Machine and Speccy with an Atari ST to drive the lot. His problem was that the Music Machine refused to work properly. Basically .

 The CZ would not play anything sent to it by the MM but the MT32 would (he assures us that he had the MIDI channels set correctly).

2) The MM would not play anything sent to it by the ST or the CZ230S properly. In fact the fault rate was about 50%. He

came to the conclusion that it was the MIDI speed that was at fault. He measured the MM 's clock frequency and found it to be 0.02% inaccurate. By replacing a capacitor he was able to retune the clock frequency

'the fault rate was about 50%'

accurately and voila, perfect harmony.

3) He also found that his MM had problems with MIDI-in and by altering the resistor that governs the internal LED, that in turn works the MIDI data, this too was curable.

assume Graham is using the standard MM software. Having not come across this problem myself i can't say what originally caused it. Neither has the Motel been flooded with questions about it but If anyone else is experiencing such problems write in and I'll print Graham's solution in full.

CHOICE INTER-**FACES**

S Veni from Dover asks simply: 'What MIDI interlaces and software are available for the Spec-

OK, Basically there are four interfaces, the aforementioned Music Machine, the Cheetah, the EMR and the XRI. The most popular is the Music Machine because it has a sampling facility built-in, as well as MIDI. The basic program is fairly reasonable but there are other programs

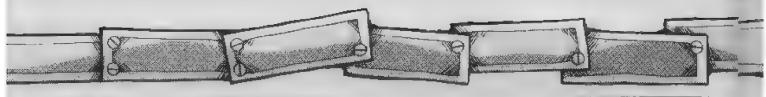
that have been designed to run on it. For more details you should contact the user club RAMM, c/o Al Straker, 1 Hill Crest Court, Shoot Up Hill, London NW2 3PG (18 01 452 1916). Quasar Software cover all the interfaces mentioned above, except the EMR, and have a range of programs that include sequencers, librarians, and voice programmers for a variety of synths. They're currently working on a scoring package. Get hold of Quasar at 60 Bowsprit Point, Melish Street, London E148NU (密 01 987 3908)

Cheetah themselves ' lave not expanded on their basic sequencing package, having branched out into the hardware

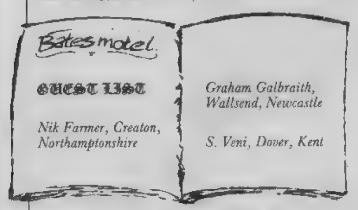
'the Speccy is capable of anything

end of music. EMR have a basic set of sequencers and voice programmers, and XRI have a slightly larger suite of programs for step and real-time sequencing, voice programming and a very useful universal MIDI dump program. The important thing to remember is that with the exception of Quasar Software, none of the software is compatible with a rival make of hardware.

In short, the Speccy is capable of anything - it's your choice of hardware/software that defines its capabilities. Certainly the best bet would be the Music Machine as it also includes sampling and a pretty good range of software to support it.



S Veni mentions that he owns an old Roland SH109, which will not be very useful to him in a MIDI set-up as it isn't fitted with MIDI! The Music Machine can also be used as a stand-alone music-creating package, as the samples that are contained on the software can be used without a MIDI instrument in sight with the internal sequencing. As for the best of the software tunes sent in, Mother's still judging them - maybe next issue . .







Calculators, copiers and +3 cock-ups preoccupy AN CULL this month. Showing a commendable amount of self-discipline lan dissects the various products with his usual laser sharpness, nary (LMSWD) a hint of festive bleariness anywhere.

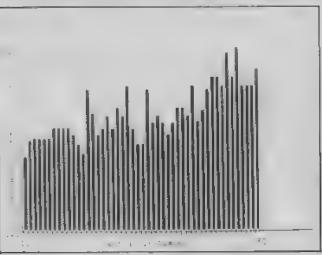
SPECTRUM SUPER CALCULATOR

TasCalc, Lotus 1-2-3 for £17.95?

N THE business world spreadsheet programs are huge sellers, and typically cost several hundred pounds. Simply put they're very sophisticated calculators. The Spectrum may be simple compared to the mega IBMs of this world, but with a minimum of 128K this powerful calculator can be yours too-thanks to Tasman Software's TasCalc. The program is available on either tape or disk, the only difference being that the former can use microdrives, while the latter is

set up for the built-in disk drive. Both versions can also save/

load to tape. The TasCalc 'super-calculator' consists of 52 columns . AZ) of 157 rows Z, AA ... (totalling 8164 cells). Each cell can hold a number, a label, or a formula. Formulae can reference the contents of other cells, so that altering one cell can affect the whole spreadsheet (AZ=A1+C5), Numbers are entered just by typing them in, with the spreadsheet cursor, on the required cell. Labels (or sim-



ply text messages) are entered by pressing the "key first. Formulae are entered by first pressing the ENTER key.

The design of the spreadshest is up to the user, making TasCalc very flexible in use. The width of each cell can be altered, which is useful for fitting more columns on the screen at once. The number of rows on screen at once is initially set to 13, unless the prompt menu at the top of the screen (as in Tasword III)is switched off (making four more rows visible).

The cursor can be moved around the spreadsheet using either the cursor keys, or by typing G to go to a particular cell specified by typing its 'address' If that cell is not onscreen a red-

'The formulae are altered automatically as the echo occurs'

raw occurs. Labels set up in column A and row 1 can also be used to reference a cell (eg. COSTS FEB would reference cell C3 if C1 = COSTS and A3=FEB).

As the spreadsheet is built up. formulae will be entered which calculate new details from information entered in other cells - in the sneet I set up (see pic, hopefully), the page price of each issue of CRASH is calculated by dividing the issue price by the number of pages (G11 -B11 * 100/C11). The value of each formula is not, however, computed by TasCalc as it is entered. An Execute command must be entered whenever formulae need to be evaluated (TasCalc does not auto-calculate, as do spreadsheets on more powerful computers - this would be too slow). The execute can be limited to just the areas of the sheet which need updating,

which helps to speed up the pro-

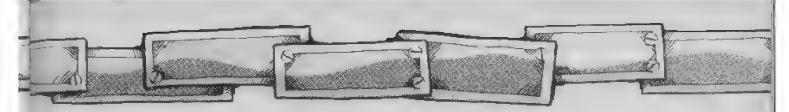
It would be very laborious having to enter a separate formula for each cell in column G. In Tas-Calc this is not necessary - there is an Echo command, which I used to echo the G11 formula. into G12-G50. The formulae are altered automatically as the echo occurs (so that G50 + B50 * 100/C50).

As the spreadsheet is developed, formulae are continually replaced and updated. Old formulae occupy memory, which will eventually be filled up. An Optimise command causes TasCalc to sort through the spreadsheet, eliminating unused formulae. This is a very slow process (41/2 minutes for my spreadsheet containing 143 formulae). Turning off the display of the working cell does speed this up (to 53 seconds for the same sheet).

For major changes to the spreadsheet, there is a Copy command. This allows whole blocks of the spreadsheet to be moved around the work area. Formulae which reference cells that are moved are automatically altered by TasCalc during the copy. WARNING: there is a major problem with this command, when inserting rows into the spreadsheet. The copy proceeds row by row, top to bottom. There is no error check for overwriting, so if, for example, cells A10 to A20 are moved one row down to 11-21, then the result will be ten new copies of A10. The old values of A11 to

'Experimentation is simple and rewardina'

A20 will be lost! Once you know about it, however, you can easily avoid the problem by copying



the complete block to an unused part of the spreadsheet, then copying it back into the new position (for example, copy A10-A20 to AA10-AA20, then back to A11-A21).

After such a process, the temporary copy area should be erased. However, if a full row or column is to be inserted (rather than just an extra cell in one column as in the above example), then TasCalc has commands to allow the current row/column to be deleted, shuffling all later rows/columns up/left; or an additional row/column to be inserted. For an insert or a delete, all formulae are altered to reference the newly-shifted

The main use of spreadsheets is for quite simple calculations, referencing a large number of variables, which are set in the columns of the spreadsheet as tables. TasCalc also has a complete set of scientific and miscerlaneous functions. Trigonometric functions (SIN, ATN, etc) are provided, as well as SQR, INT, PI and the other Spectrum BASIC functions. Also included, though, are spreadsheetspecific functions – for example AVE < range > which returns the average value of the cells in the range specified.

Whenever the spreadsheet is re-calculated, it is done cell by cell in strict order (normally A1-A157, B1-B157 . . . AZ1-AZ157), if a formula references a vet-to-be-calculated cell, then problems will occur as the value calculated will be wrong. This is a problem with all complex spreadsheets, and can only be solved by repeated re-calcula tion until the values are unchanging.

It is possible to create a spreadsheet in which the values will always be changed - this can be usefull i set up a Fibonacci (LM's BIG LWD)

number sequence: each number displayed after the next re-calculation (A1 = B1; E1 = C1; C1= A1 = B1).

The spreadsheet can be saved to disk or tape by calling up a files menu. The size saved depends how 'full' the sheet isdoing an Optimise before saving can result in quite a reduction in size. Any part of the spreadsheet can also be printed; TasCalc supports standard printers through almost all common Spectrum printer interfaces: para lel or serial.

A powerful facility of TasCalc is its ability to produce graphs.

'The *TasCalc* manual is a reference work'

The range of the spreadsheet to be plotted is given, and a graph (either line-type or bar graph) appears almost instantly. I had problems with TasCalc only plotting the integer part of the ce.l values - solved by scaling the values into another column of the spreadsheet. The graph displayed cannot be printed, but can be saved to disk or tape for printing later.

The TasCalomanual is a reference work, aimed at users who already know how to use a spreadsheet. However, for those wishing to learn, experimentation is simple and rewarding. The manual is detailed, but has no index sec-

TasCalc costs £17.95 on tape for the 128K and +2 Spectrums, or £19.95 on disk for the +3. Write to Tasman at Springfield House, Hyde Terrace, LEEDS LS2 9LN. Anyone needing the power of a spreadsheet should be very happy with TasCalc, provided they are not in too much of a hurry for the Spectrum to calculate the results.

THE CONTROL OF THE CO are Ball 100 4000 WESTER ST. CONTENTA 140

Problems getting your old ZX Printer to work with your Spectrum +3? Well, worry no longer. Ace-tipster lan Cuil has come up with the solution to all your printer problems. No more hot and bother with your old thermal acratcher. Just type in the following listing and the power of print is yours . . .

```
10 REM Loader for ZX print.
15 REM Ian Cull Bsc. 20/9/88.
   20 CLEAR 59999
  30 LET adr=60000: LET lnum=1000
   40 READ as: IF as-"END" THEN GO TO 200
  50 LET a=LEN (a$)
60 IF a$(a-2)<>"-" THEN PRINT
  "Missing - in line "; lnum:
70 IF a/2=INT (a/2) THEN PRINT
                                    STOP
  "Wrong length in line ", lnum: STCP
80 LET ck=0: FOR x=1 TO a-3 STEP 2
  90 LET n1=CODE (a$(x))-48: IF n1>9
      THEN LET n1-n1-7
  100 LET n2=CODE (a$(x+1))-48: IF n2>9
      THEN LET n2=n2-7
 110 LET n=n1*16+n2
 120 POKE adr.n: LET adr=adr+1
 130 LET ck=ck+n: IF ck>255 THEN LET
     ck=ck-256
 140 NEXT x
 150 LET c1=CODE (a$(a-1))-48: 1F c1>9
   * THEN LET claci-7
 160 LET c2=CODE (a$(a))-48: IF c2>9
     THEN LET c2=c2-7
 170 IF c1*16+c2⇔ck THEN PRINT
      Checksum error in line "; lnum: STOP
 180 LET lnum=lnum+10
 190 GO TO 40
 200 IF adr <> 60178 THEN PRINT "Missing
     data somewhere !": STOP
 210 PRINT "All OK, probably ... ": STOP
 999 REM
1000 DATA
           "CDB4EAOD9AEAFDCB=84"
           "01CECDDF0ECD6B0D=CE"
1010 DATA
           "CD9AEACDE6EA2A4F=67"
1020 DATA
           "5C110F0019118AEA=1A"
1030 DATA
           '2210EB7323720100-26"
1040 DATA
1050 DATA
            100C9CDB4EACD9ABA=85"
1060 DATA
           "CDF409CD9AEACDE6=CE"
1070 DATA
            EAC9E5D5C5F50600=2D"
1080 DATA
            21005B1114EB1A4E=F4"
            777912231310F7F1=30"
1090 DATA
1100 DATA
            'C1D181C9F3C5F53A=23"
 110 DATA
            '675B3212EB01FD1F=0E"
 120 DATA
            F60432675BED793A=8E"
            5C5B3213EB01FD7F=64"
1130 DATA
            F610325C5BED79E5=3A"
1140 DATA
1150 DATA
            210EEB22515CE1FD=C7"
1160 DATA
            'CB01A6F1C1C9C5F5=A7"
1170 DATA
1180 DATA
            3A12EB01FD1F3267=ED"
            5BRD793A13EB01FD=F7
           "7F325C5BED79E52A=DD"
1190 DATA
           "10EB22515CE1FDCB-73"
1200 DATA
           "0186F1C1FBC9F409=5A
1210 DATA
           "C55C=21
1220 DATA
```

SMENTIONED last month, Kobrahsoft have released another useful program for +3 owners.

"END"

1999 DATA

This program fills the gaps of DICE (Issue 57), by allowing commercially-protected disk programs (as well as normal +3 disks) to be backed-up to another disk, or to tape. Protection systems for disks vary, but they are likely to get more sophisticated in time. It is likely, therefore, that programs like DB1 will need regular updating to keep abreast of the manufacturers' skills.



DB1 is an automatic copier program, but is not in the same leadue of friendliness as DICE. When the program is loaded, the screen shows a two-line menu, and no help at all. The program has a number of options, one (not on the manu!) allows a new disk to be logged in. The filenames on the disk are displayed, and can be selected by using the cursor keys and pressing S when the required filenames are pointed to.

Selected files can be transferred to a second disk, deleted, renamed or transferred to tape. The boot sector can also be saved to tape or disk, if it is in

Pressing Gallows files on tape to be copied back to disk. Normal tape-based software can also be transferred in this way. A disk can also be formatted, in one of four ways (including Amstrad data format, giving 178K per side). The formats are no faster to access than the standard +3 format, however (unlike the CP/M format command).

The main facility of DB1, and the one which is easy to use, is the Clone command. DB1 first,

annoyingly, asks for the original DB1 disk to be inserted for 'protection purposes' (explained later). Once this has been done, DB1 reads the source disk, and automatically figures out the protection methods employed by the disk manufacturers

'Not in the same league of friendliness as DICE

(hopefully). The clone disk is automatically formatted identically to the source disk as DB1 proceeds. The time taken to clone the disk can be very long, seemingly depending on how sophisticated the protection method employed is.

I tested DB1 with one of the Ultimate Collection disks, and ended up with a perfect copy in less than two minutes. Cloning Where Time Stood Still, however, took 41/2 minutes. I tried a few other disks, which all cloned successfully - DB1 even cloned an unformatted disk (in ten minutes!).

DB1 is not fully debugged, so care is needed especially con-

sidering the limited prompts given by the program. For example, pressing T (to transfer) twice, with no disk in the drive, causes the program the hang, decrementing the MEM= counter constantly. However, when used correctly, I found no problemsi

DB1 costs £12.95 on disk, or is available together with DICE

'DB1 is not fully debugged'

at £19.95. It is therefore quite an expensive program, but a worthwhile investment if you own many commercial disk programs, assuming that all can be copied by DB1. Please remember that the policy of Kobrahsoft & CRASH is that programs like this must only be used for making private BACK-UP copies just in case your disk should become faulty, not for distributing illegal copies around

Final comment: I am very disappointed that DB1 itself is copy protected, and ironically it will not copy itself! Surely the whole point of DB1 is to protect the purchaser against disks being damaged. It is also irritating that DB1 has to re-read the master disk before each clone - especially considering that the disk is

'Ironically it will not copy itself'

uncopyable, and DB1 cannot even be copied by the Multiface+3. If ever the DB1 disk is corrupted. Kobrahsoft will replace it, but may make a charge for the privilege. One code for the games producers, another for the copier-makers it seems . . .

Another month, another column. All those of you interested in the DB1/DICE double-pack, order your February issue now because I'll be reviewing Version 2 of DICE then, not to mention another look over the intriguing SAM.

Letters begging for my expert advice in these pages, and Nobel prize-winning hints/information, should be sent to lan Cull, Tech Niche, CRASH, PO Box 10, LUDLOW, Shropshire SY8 1DB.



MEET THE CABINET IN LATEX

What do you get if you cross latex rubber with two totally warped minds, no it is not Phili desprie what Nick says. The answer is of course Splitting Image. We gave you a plocy of Mr John Sty Statione Rambo, and asked you to think up a suitably withy answer The tucky wanner will get a day try to Limehouse Studios Setunday 17 December to see exactly how the Spiriting Image puppers are made. The CRASH winner will then be entered into a competition to see just how well they can The Chash winner will then be entered into a competion to see just how well they can imitate their levounts Spritting Image because their levounts Spritting Image because The overall winner of this little compart receives a great prize worth a load of money. Necholas Young of Saddleworth in Lanca is the Lucky person going to the studies, and good fuck to him. The second-prize winners will receive a pair of Spritting Image signers, they are.

Matthew Mckelvey, Surrey CR4. 790 and Tareas Moas, Suffolk IP14.400.

Five third-prize winners with get a Spritting Image image video, the Lucky people are...

Jonathan Webb, Sunderland SR4 8LP; Andrew Wilson, Essax RM2 6QB; Malcolm Stris, Kent CTI 1YF; Stephen Barcley, Glesgow 661 3PR Scott Donaldson, Hamilton ML3 6PN.

Gliespow G61 3PR Scott Donatceon, Hernitton ML3 0PN. And test but not least, swenty runners-up prozes of the Spring/Image book willigoto.... Robert Edwards, Oxfordshire OX8 2AN; Shahid Nawez, Birmingham 520 3QY; James Belley, Mineheed TA24 6SS; Philips Wynn, Beds MK45 48T; Stacey Elsott, Swindon 6N2 1NW; Gery Mars, Sherfield SS 3RP; Amer Hayet, Essex (G2 7DQ; Richard Balrid, Mansfield NG19 GDX; Simon Mercey, Kert DA5 3AT; PKUNdkowski, Coventry CV2 2AH; Mark Lawton, Stoke-on-Trent S12 7LW; Isn Cook, Surfielt CG9 0DH; Steven Martin, London N13 5DT; Simon Seabridge, Stoke-on-Trent S13 6BT, Roy Herwood, W. Suessix RH13 2BX; Aspin Micas, Surfield (Since on-Trent S13 6BT, Roy Herwood, W. Suessix RH13 2BX; Aspin Micas, Surfield (Since on-Trent S13 6BT, Roy Herwood, W. Suessix RH13 2BX; Aspin Micas, Surfield (Since on-Trent S13 6BT, Roy Herwood, W. Suessix RH13 2BX; Aspin Micas, Surfield (Since on-Trent S13 6BT, Roy Herwood, W. Suessix RH13 2BX; Aspin Micas, Surfield (Since on-Trent S13 6BT, Roy Herwood, W. Suessix RH13 2BX; Aspin Micas, Surfield (Since on-Trent S13 6BT, Roy Herwood, W. Suessix RH13 2BX; Aspin Micas, Surfield (Since on-Trent S13 6BT, Roy Herwood, W. Suessix RH13 2BX; Aspin Micas, Surfield (Since on-Trent S13 6BT, Roy Herwood, W. Suessix RH13 2BX; Aspin Micas, Surfield (Since on-Trent S13 6BT, Roy Herwood, W. Suessix RH13 2BX; Aspin Micas, Surfield (Since on-Trent S13 6BT, Roy Herwood, W. Suessix RH13 2BX; Aspin Micas, Surfield (Since on-Trent S13 6BT, Roy Herwood, W. Suessix RH13 2BX; Aspin Micas, Surfield (Since on-Trent S13 6BT, Roy Herwood, W. Suessix RH13 2BX; Aspin Micas, Surfield (Since on-Trent S13 6BT, Roy Herwood, W. Surfield (Since on-Trent S13

PINBALL WIZARD ARTIST

Issue 58
An, yes, the gentle pinging of the ball bounding around the pinball table, the mustered curses as the fourth lift in a row - great sluff. Arcade Wizard's one of the batest games in US Gold's glittering history and takes the player round a valety of pinball machines in this complime apart of you to let your imagination run not and design a futuristic looking pubballisable. There must be a lot of budding artists out there must be a lot of budding artists out there must be a lot of budding artists out there must be a lot of budding artists out there only only the artists of the property of the

the lucky ten are.... Sheffield S18 50S; Barrier Lornax, Lancs OLB 3PB; Deniel Hell, Derset BH23 5NS; Robert Mellor, W, Yorks HD7 4NN; B Durbber, N, Yorks HG7 2NP; Paul Bermett, Bucks HP21 8SG; Barry R Smith, Suffolk P8 8PG Michael Pagg, Nr Hulf HU12 9CH; N Better, Derfryz, DE7 4EW; Justin Mitchell, Suffolk CB9 7NH. Five third-prize winners with receive a US Gold dans of their choice. Steven Boow, Cheshire WA7 5LE, Daniel Martin, Hants PO11 9NY; William Durk, W, Yorks HD8 8PP, Stephen Drysdele, Seotland PH1 2ND; Devol Helf, Manchester M32 9HA.

STAY OUT OF TROUBLE KIDS

L A Davies, Bucks MP20 2FW; B Bell, Harris PO12 2SJ; A Harrison, Birkenhead I, 43 2JY; David Anundel, W Yorks WFB 2FM; Philip Northel, Sheffield S31 3HF. Five runners up wife receive a RoboCop I -shirt and a both of the premer

and a copy of the game.

A Manning. Birkenhead; J Coetes, Burrey
CR0 4DA; J Revie, Glasgow G21 3UN; Toni
Brackley, Comwell TR26 15P; Yvonne
Remasy, Glasgow G76 7LW.

WOW! MORE INCENTIVES

Do you remember way back in Issue 54 when we set a competition on the then new Incentive game Dark Side. We provided you with a demo tape of the game and asked for your high scores. Cheating was useless because incentive had ways to tell the cheats.

from the great players that I know all CRASH readers are. The one lucky winner will soon be in possession of a an amazing Amstrad TVRZ* TVV/ideo combreation unit. That fortunate sou is **David Stewart**. Ayrahire, KA13.6.J

All winners please allow 28 days for the delivery of your prizes. All queries regarding competitions run in CRASH should be sent to **The Sticky** Solutions Department, CRASH, PO Box 10, Ludlow, Shropshire SYB 1DB. Please don't ring the department as they have enough trouble reading through all your entries as it is.

present

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> THE ULTIMATE SPECTRUM PARALLEL PRINTER INTERFACE

MARINE ROTTON to see an Carlo Production of the Committee of the Production of the TRUL A GIT SPECIES A PROGRES NOT PROCESSION & R 5 34 6 B 836 (Ch. C.) Don Built MULT 1000 1 Amil Chip. Inc. above

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THEM

Christmas time seems to have brought forward quite a few new joysticks, with the Navigator in particular being heavily-hyped. Most of them look really good, but how do they play? Two of the CRASH lads put them to the test, on ALL types of software 'cept word processors, of course!) . . .



NAVIGATOR

Konix £14.99

MARK Famed for their Speedking joysticks, Konix's latest 'designer' joystick nas already won worldwide advance orders of over a million. It looks like a Star Trek phaser as used by Captain Kirk (or is it Picard now?) and is claimed to be an 'ergonomic design* for 'maximum efficiency'. in fact this 'brilliant' design curves the bottom of the joystick so it's impossible to rest it on a table, which can be tiring. The actual joystick on top of the grip is surprisingly small and for people with big hands, like me, this is irksome. On the positive side the

small size means the length of travel is very short, making it both very responsive and precise. These virtues should last some time as the stick has a steel shaft and is fully microswitched - Konix guarantee it for a year. The fire button is also microswitched and is well-placed underneath the player's index finger.

For +2 and +3 owners Konix have thoughtfully included a second 9 way D plug that fits straight into these machines. Unfortunately the autofire, for some reason doesn't work with these machines Nevertheless this is a surprisingly effective stick which doesn't just rely on its looks to appeal.

PHIL The idea a joystick with a pistol-grip sounds a good one, but in practice it has some serious drawbacks During joystickwaggling games, for example, you can't get enough leverage. Still. for games where precise move-ments are needed this is entirely adequate, even if the stick is a bit too-small for my liking.

Rating: ★★★★

CRYSTAL CLEAR/TURBO

Powerplay £14.99 (Clear), £16.99 (Turbo)

MARK These must be the best looking 'clear' joysticks around; they really are nice, and come with a superb five year guarantee. The only difference between the two types is that the Turbo has autofire and rubber suction feet. In action they feel already wellworn in, responding well to either frantic waggling or precision movements. They're a bit noisy, but perform very well indeed. PHIL Despite a fairly flunsy appearance these are really durable sticks and should stand up well to some hard playing. The nylon shaft does, however, have a tendency to detach itself from the main body if it's twisted. Not an everyday action when gamesplaying you may think Ed busted all ours like this, and then proceeded into the TGM

office and broke their two But my only reservation is that that the grip is a little on the small side for me try before you buy!



Rating: ★★★

TAC 30

Suncom £13.99

MARK While looking a little flimsy this has a full two-year quarantee freturn either to dealer or MicroProse, NOT Suncom, USA). Another good point is the silent microswitches' feature which works. Unfortunately the price of this advantage is an exceptionally poor feel. All three fire buttons and the joystick's directional control feel very dead, requiring exaggerated movements to get a minimal of control. **PHIL** The only sound with this is of plastic surfaces rubbing together, but responsiveness is terrible. It is extremely difficult to obtain vertical and horizontal

directions, and while diagonals are easily accessed what use is that?



Ratings * 7

DELTA 3s

Voltmace £14.95

MARK What's going on? Why can't I change channels with this dratted thing? Whoops! My mis take, it isn't a TV remote-control unit, it's a Joystick. A chunky oblong with a spindly-looking shaft and three oddly-placed uny fire buttons - it's certainly original. No less strange is how this tiny stick has such a long travel - it's worse than the Quickshot. Held in the hand it's awkward to hold, but it seems designed for table use and works well enough there. As for toughness, we haven't managed to break it yet so it's worth expenencina.

PHIL Corllt's almost like playing with a matchstick! Even more amazing is the long travel - the stick can be moved to about 45° from the vertical, stopped only by hitting the sides of the surrounding 'dimple' in the casing! Yet despite the definite lack of fee, the Delta 3s is well-suited to handheld/table-mounted play and in practice proves surprisingly

responsive, although a question mark must be put against its durability.



Rating: ★★★

RAM DELTA

RAM Electronics £9.99

MARK This is yet another strange-looking thing. The long shaft topped off with a large red fire button is probably its most striking feature. Inside we get the familiar microswitches, but thankfully they're pretty quiet, with only a bare y audible click. Fire buttons are similarly reserved, and work well with a nice springy feel. The angular shape makes the stick easy to hold in your hand white the three suckers on the bottom ensure that one-handed play is possible. With autofire and a two year quarantee it's worth a try. PHIL This gearstick-like Joystick has a solid, springy feel to it but the travel is far too long, so games requiring fast reactions are out Another problem is the large fire button on top of the shaft -it's all

tooleasy to accidentally fire when you're moving, while changing your hand position to avoid this results in a less-than-satisfactory gnp. Despite its undoubted durability, the RAM Delta proves ergonom cally unsound



Rating: ***

CRUISER

Powerplay £9.99 (Original) and £12.99 (Clear)

MARK The onginal Cruiser joystick has been at CRASH Towers a fair while now and although the red/blue finish is a little bright, they've proved exceptionally durable. The shaft is very robust and the microswitches give a good, but not overly loud click at each movement. Fire buttons are large and respond well. The unique feature, however, is a 'collar' on the stick - pull the stick up and you can swivel this into one of three positions, choosing either sensitive, normal or firm responsiveness. This is also featured on the new Clear Joystick which has a neat autofire activated simply by holding down fire. Both of these have a year guarantee.

PHIL Now here's a stick which lives up to expectations. It looks good and feels very solid. Furthermore, its sensitivity is adjustable so it's suitable for any type of game and extremely durable - we've had them around the office for the past six months and they're still working. The Cruiser is definitely the joystick of the moment and for its excellent all-round qualities is very hard to beat.



Rating: ★★★★★

QUICKSHOT II TURBO

Spectravideo E 10.99

MARK The original Quickshot Joysticks were among the most attractive around when they first appeared, unfortunately their beauty did not wear well, many breaking quite quickly. The Oulckshot // Turbo is their bestlooking joystick yet in my opinion, and moreover it has microswitches so it should last longer. The length of travel is still a little long however -- not really suitable for precision games. The other drawback is the adult scaling, personally I found it quite comfortable but for little hands it could be really awkward. There is autofire though and two good fire but-

PHIL Nice casing, but what about the responsiveness? The huge, moulded shaft looks and feels great for flight simulators etc. but for other game-types it's far too cumbersome. Otherwise, it feels fairly solid and responsive,

but where other sticks are too small, this one is just that fraction too big.



Rating: ★★★寸

That's all folks, remember that the opinions of the CRASH lads are only meant as a guide. There are many joysticks on the market, we've covered what we could get hold of (further updates when we receive any more - hint, hint). Opinions on Joysticks are as individual as those on games — every hand is different' as Lloyd's granny says. Certainly you should ask to try one before buying it, and of course keep your receipt, especially for those with long guarantees. You should also bear in mind none of these joysticks, with the single exception of the Navigator, will work with the +2 or +3 joystick interfaces without a small converter, such as the Frei adaptor [£2.50 - see the CRASH Hypermarket, page 95). But whichever one you choose it's got to be better than the Sinclair \$/5-1 . . . I





GOGGLE!

Super heroes for sale!!!



fter last month's flumy of big-name releases there's a bit of a lull this month, but Warner Brothers co lection series rolls on with some true Hollywood legends. First off there's John Wayne: An American Legend which includes eleven of the Duke's most famous films for £9.99 each. The first of these is The Searchers (U), a classic western with Wayne on the

track of Commanches who've

kidnapped his niece. Another

Wayne classic, albeit of a lighter mood, is **Rio Bravo** (PG). Here

stop a well-connected killer escaping his jail Dean Martin provides dubious support. Another very good film is The Horse Soldiers (PG) an American C vi War adventure.

Wayne directed himself in The Alamo (PG), a somewhat overlong story of the Mexican siege of a exan fort redeemed by the brilliant climax. Yet more evidence of Wayne's patriotism was provided by **The Green Berets** (PG). Set in Vietnam it suffered from a dire script and was released. just as most Americans were turning against the war. 1970 saw Wayne happily return





to the Western with Chisum (PG). The story of a cattle baron fighting against corrupt businessmen to save his land is enjoyable, if ultimately forgettable stuff. Similarly disappointing is The Cowboys (PG), nere Wayne is

accompanying some young boys on a cattle drive. In Cahill (15) Wayne finds his own sons to be involved in a robbery he's investigating, a blandly moralizing film it's only average. Slightly more pleasing is the comedy **The Train**

Table B

CYBER WYNNE dematerializes himself to pass through the latest (well, some are a bit old actually --Stuart) batch of science fiction.

Just park your Imperial Cruiser outside and enter the world of daleks and droids.

lustly we have The Legacy Of Heorot (Sphere, £3.50, 400pp) by Larry Niven, Jerry Pournelle and Steven Barnes. The first two writers have previously collaborated on best-sellers like Footfall but this is the first to involve Barnes. The story concerns the arrival of human colonists on the planet Tan Gen Four, an apparently peaceful place which soon proves otherwise. Described as a print Allow it has much of the speed and tension of that film and while lacking depth should keep you reading until late.

Larry Niven's best book, however, remains his rereleased lassic Ringworld It you haven't already got it - buy now! The hardware is dazzling, the characterization effective and amusing, while the plot is enthralling. With some serious issues, and without the tiresome 2-D, right-wing characterizations of Pournelle, it's excellent. The sequel. Ringworld Engineers isn't too

Another well-known SF name Michael Crichton, a Hellywood director of some repute he's also a good author. His 969 novel The Andromeda Strain was an exec lent, documentary-style thriber about a lethal virus

brought to Earth by a mereor Fans of the film should find the receleased book even better Crichton's latest book, Sphere (Pan. £3.99, 385pp) is something of a disappointment though The story revolves around the discovery of an extremely high-techniquest deep undersea. Its mystery turns out to be not that special, the ending is a horrible cliche and the characterization is terribly flat. But if you haven't read this sort of thing before you could find it fairly interesting.

An extremely high-tech object also forms the centropiece of Greg Bear's Eon (Legend, £4.95, 5(14pp) But in this case the mystery is special, the plotting tight and exciting, while characterization is good Spoilt only by the flat, Gold War portrayal of the Russians this is a recommended read. Unfortunately not in the same league is Mike Resnick's The Dark Lady (Legend, £2.99, 279pp). This concerns the pursuit of the title's mysterious lady by various colounful characters in the fac fotor-Who is she? Has she really lived for thousands of years? The pursuit is interesting, but as with Resnick's earlier, and better, Santiago the story's resolution is weak. Nevertheless it's another enjoyable read.

Robbers (U) where Wayne tries to clear the name of a widow's nusband. McQ (15), by contrast, features Wayne as a modern day cop attempting to revenge his friend — an entertaining action movie but there isn't too much to think about. The sequel in 1979, Brannigan (15), replicates the action formula in London.

Warner's second collection this month is its **Super Heroes** one, somewhat loosely titled as besides Supermanit also features Supergirt and Santa Claus! The first

Superman (PG) movie was an undoubted classic. An excellent script, which subtly poked fun at the fantasy while paradoxically make it more believable, together with some fine acting by

Christopher Reeve and Oscarwinning effects ensured a sequel Superman II (PG) went back to the planet Krypton to find a trio of super criminals sent off into space. Three against one and with Superman renouncing his powers to wed Lois Lane, made for another great film, with even more dazzling action. How to follow such a great action movie? How about a comedy? Superman III (PG) involved Richard Pryor and Pamela Stephenson, but the resulting cheap aughes were unworthy of all involved. The series seemed finished with this till Cannon bought the rights and offered Reeve more money he couldn't refuse. Superman IV: The Quest For Peace combined second-rate special effects and

Recognizing Reeve would pull out sooner or later Hollywood had the bright Idea of **Supergirl** (PG) starring **Helen Slater**. Much of the film concerns the battle between Slater and villainess **Faye Dunaway** over the affections of a young man. Over-long and bland it makes bearable watching on TV.

Santa Claus — The Movie, meanwhile, seems included for lack of another collection to put it in. Starring **Dudley Moore** as a crooked elf a great opening gives way to an ultimately mediocre tale.

A comedy of a slightly more adult tone is the rental release **Making Mr Right** (RCA/Columbia – 15). Directed by **Susan Seidelman**, who also did the fabulous *Desperately Seeking Susan*, this tells of the world's first android, created in the image of its maker but for the fact it's probably more human. The romance between android and its PR woman is light hearted and enjoyable if not quite as hilarious as it could've been.

A more serious story is told in Suspect (RCA/Columbia — 15) starring Cher and Dennis Quaid Cherrs a lawyer struggling with the apparently impossible defence of a deaf-mute charged with murder Quaid is one of the jury members and is so impressed by Cher he turns amateur investigator to help her A very tense and exciting film it should do well on rental...

I dare say they'll be plenty of TV to watch over Christmas too. The Sound Of Music, Wizard Of Oz, Chitty, Chitty, Bang Bang...



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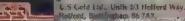
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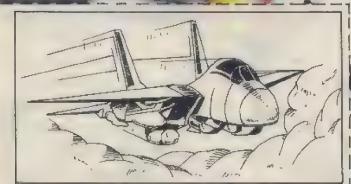
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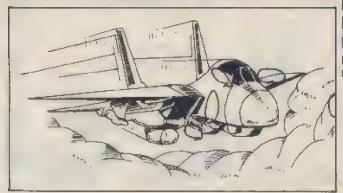
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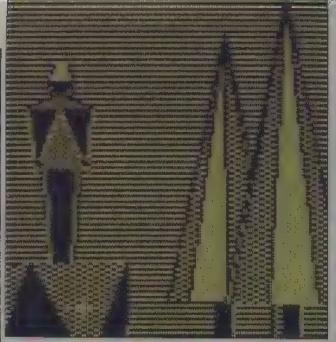


FIVE FIST-FULLS OF F



FEROCIOUS ACTION







One of the most popular complaints in LM's forum has always been the price of software, and it's often been used as justification for pirating software. People falling into this reprehensible habit should now make a New Year's resolution to stop because the excuse is utterly pathetic nowadays. Virtually all the big games, and many of the lesser ones, now seem to be automatically rereleased either on budget, or in a compilation. 'Wait and ye shall receive' seems to be the motto for anyone wary of splashing out £10 on a single piece of software.

nile compilations are around most of the year, Christmas and the New Year naturally draws the biggest releases with software houses showing off their 'greatest hits' - often with other companies' games to pad out a package. This practise is clearly vital to Gremlin who have no loss than five anthologies coming out.

Greedy Gremlin

Perhaps due to the number of releases, Gremlin's tiffes show a distract lack of imagination, 10 Great Games 3 is obviously the third in a ten game compilation series, but if the title doesn't set the blood racing some of the games should. From Hewson there's two written by Steve Turner; the acclaimed 1985 graphic adventure Dragontorc and the more recent Gauntletclone, Ranarama. Also from Hewson is Steve Crow's Firelord, a sightly more conventional arcade adventure.

Somewhat more surprising inclusions than those from Hewson, for whom Gremlin are now distributors, are two Spanish games. These are the boxing simulation, Rocco by Dinamic, and a 1987 US Gold game, Sur-

Making up the rest of the tape are the classic flight sim from Digital Integration - Fighter Pilot, Leader Board, Impossaball and the disappointing 10th Frame. While most of the big games here are rather old, if you haven't already got them this is pretty good value. Imaginative Gremim title number two is Ten Mega Games which is a little more up to date with releases such as the flawed beat-'em-up Hercules and the well received Blood Brathers. The top two games are probably Northstar and Cybernoid, but Deflektor is an intriguing puzzle game well

worth a look

Strangely, both Cybernoid and Northstar are also featured on Gremlin's Space Ace collection. The five other five games include the excellent Exolon Dominic Robinson's horizontally-scrolling shoot-'em-up Zynaps and the third MASK game - Venom Strikes Back. While fairly expensive, and with some rather mediocre games as padding, the good games more than make up for this.

Another theme based collection s Gremlin's Flight Ace. Also around the £15 mark this has just six games, most of which are quite long in the tooth. The only fairly recent game is the out-standing ATF which, with the helicopters.m Tomahawk, make this fairly respectable. Somewhat more dublous in value is the third in the 'Ace' theme tril-ogy - Karate Ace. This has the classic, clone-inspiring Way Of The Exploding Fist, the excellent two-player Bruce Lee and the epic Way Of The Tiger, but these are all quite old. Much of the rest of the games are not much mora recent, and generally of distinothy inferior quality. Ucni Mata is truly awlu for example. Unless you're a die-hard beat-'em-up fan, it's probably not worth the £12.95 asking price.

The Midas touch

US Gold may have just two compliations out, but one of them is the massive History In The Making, which at £24.95 is

probably one of the most expensive Spectrum releases for ages. With 15 games the price-pergame is fairly reasonable. though and the packaging with four tapes and a booklet is impressive. Unfortunately the games as a whole are weak. CRASH Smashes like the ancient Beach Head, Raid Over Moscow and the more recent Gauntlet fall to compensate for the mediocrity of the rest. This is an admirably wide-ranging history, but £24.95 seems a lot for the eight or so fairly good games especially when most are now on budget.

Also from US Gold is the boastfully named Giants collection. Although all of the games are fairly recent releases, you only get five for just under 13 quid (tape version), while +3 owners have to fork out an extortionate 20 guid! Moreover the five are under closer examination, a little dwarfish with only 720° and Out Run of much interest.

A touch of class Fists 'N' Throttles is the tantalizing title for a potpourri of five popular programs from Elite. You can bounce down the courses in Buggy Boy or perform dramatic motorb ke leaps in Enduro Racer. Those feline car toon stars, the Thundercats, also make an appearance. If you haven't got any of the games included then Fists 'N' Throttles represents good value for

money, Unfortunately, if you live in Germany, you won't get Ikari Warriors, as it was banned by the West German government tyet German instructions for the game are included in the packagel).

Not to be outdone by their competitors, Ocean and Imagine have some sumptuous comprations of the rown. The seque Game Set And Match 2 includes nine games ranging from a relaxing game of cricket in lan Botham's Test Match to the bone-breaking grid iron action of American Football in Superbowl. Jon Ritman's fantabulous footy sim, Match Day II is also included along with the conversion of Sega s Super Hang-On. Burdened with some old and rather weak titles to fill it out this is still well worth considering.

Two sets of coin-op hits are being issued by Imagine. The first, Konami Arcade Collection, has been available for a few months now, and encompasses ten hits of yesteryear, numbering no less than four CRASH Smashes among them. At £9.95 it offers attractive value for money

Also from Imagine comes a slightly newer selection of games, all Taito coin-op conversions. *Taito Coin-op Hits* contains eight such games, of which two - Flying Shark and Bubble Bobble are fairly recent, highlyacclaimed Firebird releases. Breakout fans will be tempted by the inclusion of Arkanoid and its sequel, Revenge Of Doh, while beat-'em-up fans should be excited by Renegade.

The final Ocean release The in Crowd, contains a real collection of street credible games. Primarily there's the beat-'emups Target, Renegade and Bar-barian, along with the militarish, but very different, Combai School and Platoon. With Karnov adding a touch of colour, and Gryzor and Predator more jungle action it's well worth the usual Ocean asking price.

Lastly we come to those consistent suppliers of annual anthologies, Beau Jolly, 10 Computer Hits - Volume Five brings together ten middle of the

road offerings, with on y
... Traz standing out due to it
being reviewed in this very issuel But Beau Jolly's pride and joy must be Supreme Challenge, a superb collection of three true mega games (Starglider, Elite and The Sentinel) plus one puzzling (Tetris) and, of course, the obligatory flight sim (Ace 2). At around £2.50 a game it can't be bad - even if you were only getting those three biggies! I dread to see what the documentation will be like; both Starglider and Elite had novellas and very detailed instruction manuals, in an A5 box!

CRASH issue featured in. and review percentage given. N/R denotes not reviewed.

KONAMI ARCADE COLLECTION

£9.95c	Imagine
Jail Break	38/47%
Green Beret	28/88%
Yie Ar Kung Fu	25/92%
Ping Pang	28/90%
Nemesis	40/59%
Shao-Lin's Road	37/67%
Hypersports	19/92%
Jackal	N/R
Yie Ar Kung Fu II	37/48%
Mikie	25/93%

THE RESIDENCE OF THE PARTY OF T	THES
£12.99c, £14.99d	Gremlin
Northster	50/90%
Cybernaid	51/94%
Deflektor	47/77%
Triaxos	42/53%
Blood Brothers	54/85%
Mask II	48/81%
Tour De Force	49/66%
Hercules	54/54%
Masters Of The Univer	rse
	49/70%

SPACE ACE

THE RESIDENCE OF STREET	
£14.99c, £17.99d	Gremlin
Xevious	37/64%
Venom Strikes Back	53/91%
Cypernoid	51/94%
Northstar	50/90%
Zynaps	42/91%
Trantor - The Last Ston	mtrooper
	46/68%
Exolon	43/90%

FLIGHT ACE

£14.99c, £17.99d	Gremlin
Air Traffic Control	N/R
Ace	32/81%
Spitfire 40	26/90%
Strikeforce Harner	33/83%
Tomahawk	23/93%
ATF	50/89%

KARATE ACE

Way Of The Exploding	Fist
	21/92%
Bruce Lee	16/91%
Kung Fu Master	31/56%
Avenger	36/85%
Samurai Trilogy	45/49%
Uchi Mata	39/36%
Way Of The Tiger	28/93%

Gremlin

DIANTS

US Gold
49/65%
47/81%
50/47%
49/72%
49/36%

FISTS 'N' THROT-

Elite
51/76%
53/71%
46/91%
34/54%
40/92%

GAME SET AND

£12.95c, £17,95d	Ocean
Match Day II	48/91%
lan Botham's Test M.	atch N/R
Basket Master	51/73%
Track & Field	N/B
Superbowl	29/85%
Winter Olympiad 88	45/44%
Steve Davis Snooker	12/77%
Nick Faldo Plays Their	Open
	20/83%
Super Hang-On	49/85%

HISTORY IN THE MAKINO

KERPERS MALERIA	
£24.99c	US Gold
Beach Head	10/79%
Bruce Lee	16/91%
Spy Hunter	16/89%
Raid Over Moscow	15/92%
Goanies	35/65%
Super Cycle	37/63%
World Games	40/71%
Express Raider	41/47%
infiltrator	35/72%
Beach Head II	24/74%
Gauntlet	37/92%
Road Runner	43/73%
Impossible Mission	22/76%
Kung Fu Master	31/56%
Leader Board	39/80%
manager (COC)	00/ QU 70

TAITO COIN-OR HITS

£12.95c, £17.95d	imagine
Rastan	51/85%
Flying Shark	49/85%
Slap Fight	43/72%
Arkanoid	39/59%
Arkanoid - Revenge Q	/ Doh
	51/80%
Renegade	44/89%
Bubble Bobble	45/90%

37/50%

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Legend Of Kage

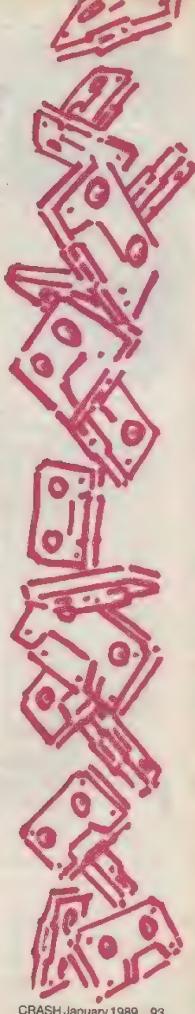
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Platoon	50/93%
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Crazy Cars	52/65%
Target; Renegade	52/90%

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IDERS **FTHELOST** OST BOX

After last month's beginner's guide IAN LACEY gets back to indepth reviews of the latest PBM releases. First off there's the superb Raiders Of Gwaras, then there's a look at some new games from the IBM of PBM - KJC Games.

HIS FANTASYRPG is one of my favourite games. Called Raiders Of Gwaras it's set on the planet Gwaras and has me engrossed in both my character and its wider world. Players' characters are created by themselves and fitted into the world by Raiders GM, Mike Richards. This is done by giving your character a background, a family and detailed surroundings. There's a choice of over thirty races (most unique to the game) and one-hundred professions. Some of these equate to normal mage/fighter 'adventurers' but many do not, such as the politicians courtiers and pirates.

The game has a very open format, with no rule over how silly/ serious you want to be. The results of your moves come in the form of up to four printed pages of A4 paper, filled with wonderfully detailed descriptions.

NEOPHYTES WELCOME

The world of Gwaras is very much like a cross between many periods in our middle to late recorded history. All of the countries have their own history which fit in with the global changes. Background is generally extensive and lovingly detailed by the Game Master In all, Gwaras has almost 2000 years of history, giving it a feel of authenticity no other game can

Character generation has a slight feeling of Advanced Dungeons & Dragons, but is far more complex. You have all the usual statistics (DEXTERITY, BUILD, STRENGTH etc), plus roughly 30 more detailed ones. You then have characteristics based upon the four humours (Air, Water, Fire and Earth) which add great depth to your character, making him/her more enjoyable to rolep

lay. The whole system is very well designed so that both hardened roleplayers and newcomers will enjoy this The GM is always willing to lend you a hand if you get stuck since he was a total newcomer to PBM when RoG started.

So if you want a game with plenty of thought, detail and interest, but don't want to pay through the nose for it, this is the one for you. A Raiders start-up pack costs £3, which includes a map, a rulebook and highly detailed character background. Tums are a mere £1 25 with no hidden extras. MJR Games can be contacted at 4 Higher Lidden Road, PENZANCE TR18 4NZ

BOBBY ROBSON NEEDED?

GAD Games are a rapidlyexpanding little company with three games to their name now. The first is World Of Chaos which has been around sometime now, getting some great reviews in its playtest stage. It's a fantasy roleplaying game set around the six Isles Of Morden. With the start-up at £5 and turns at £1.20 it represents good value for money. The second game is the computer-moderated football management simulation

Soccer Supremos. It's a very run of-the-mill footy game, but rulebooks are free so why not take a look. Turns are £1.20.

GAD's latest game is invasion and is really Risk by mail, it's a very simple wargame and lots of fun. Still, I don't think it'll be a serious rival to Crisis - a more complex version of Risk from Mystery and Adventure Games. The cheaper Invasion is quite good though, with free rulebooks. Start-up costs £2 and turns are 80p. Moreover GAD Games have said that the first 30 players to pay their £2 start-up fee will receive an extra two turns, effectively pricing the start-up at 40p. The address is GAD Games, Merland House, POUGHILL, Cornwall **EX23 9EL**

PBM TAKE-OVERS

KJC Games have been busy recently. After taking over Casus Bell! they've got the game's designer, David Bolton, to redesign it. The result is now being launched as Crucible Of Destruction, and is supposedly a far larger game than its predecessor

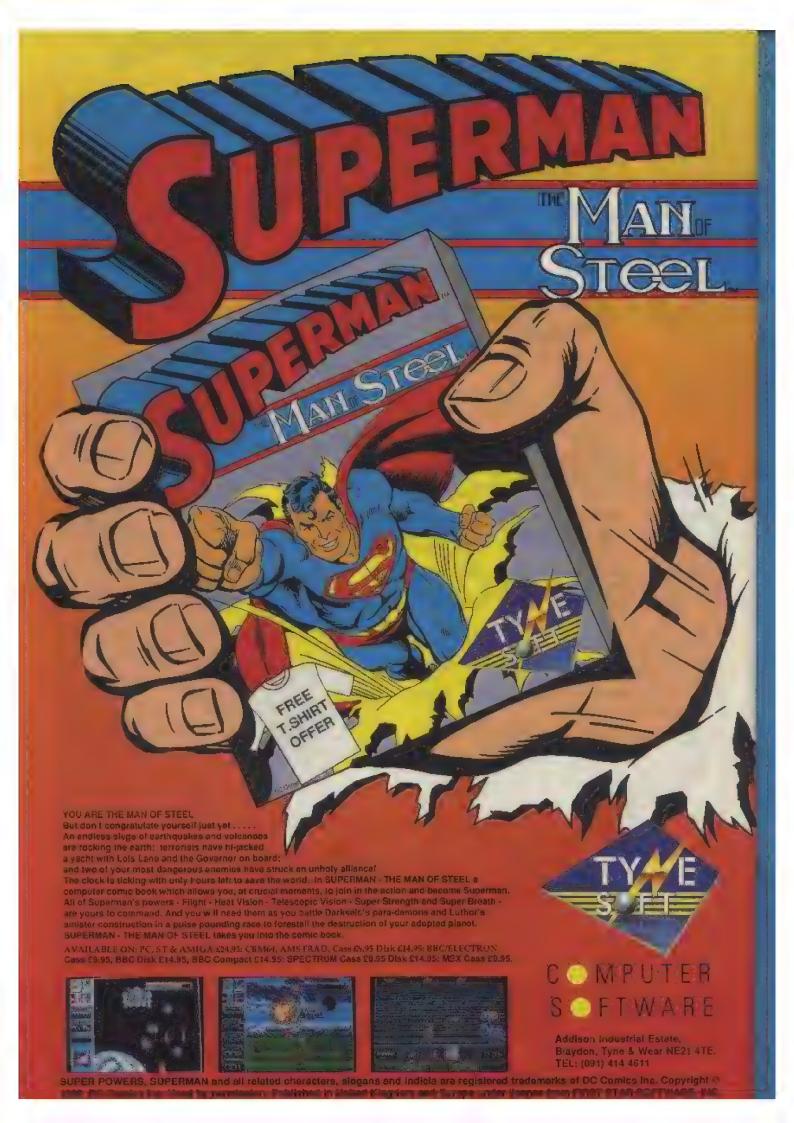
Not satisfied with that KJC have bought the rights to three more games. Dawn Of The Ancients is a twelve-player computer-moderated fantasy wargame. Developed in America by GSI (Earthwood designers) it sees all the great empires of world history starting out at the same time, vying for power. Twelve empires ranging from the Egyptians to The Huns to the Babylonians all battle against each other.

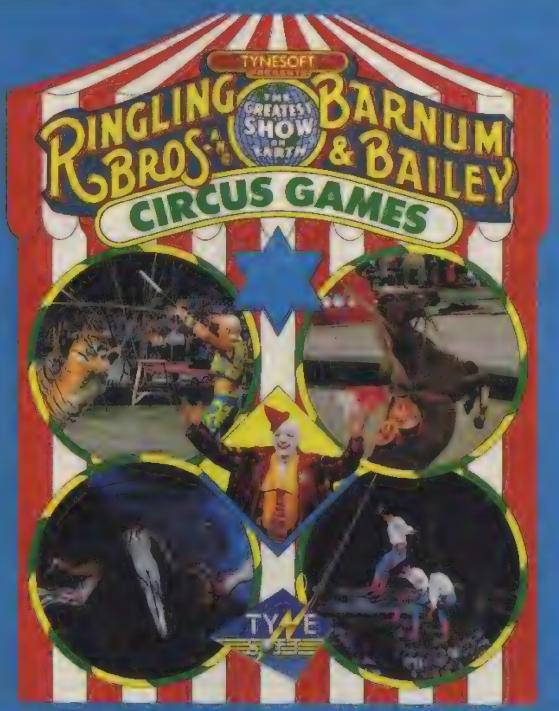
KJC's third new game is State Of War. Set in America in the year 2000, a nuclear war has destroyed Europe, and left America in crisis. Twenty American states, fed up with the Federal government, have set out to rule America and make the world their own. You play one of those twenty states.

Finally there's Werlord. Another wargame set in a postholocaust world, a hundred players control countries who went underground for protection, and are just emerging. Guess what their objective

Crucible Of Power is due for release very soon, write for details. Dawn Of The Ancients costs £5 to start and turns are £1.50. State Of War is just out, costing £6 for a start-up with turns at £2. Lastly Warlord is just £2.50 per starter package with further turns at £1.25, KJC Games' address is PO Box 11, Cleveleys, BLACKPOOL, Lancs FY5 2UL

See you next month when I'll be looking at Magelords Of Dorm and In Dublous Battle, plus offers galore with toads of free start-ups. See you then . . .













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FORTHCOMING ATTRACTIONS: 1989

As 1988 melted away like slush in the streets we got out our crystal ball to see what the coming year might bring. Sadly the weather seems to have spoiled the batteries so we had to turn, once more, to the foundation of modern civilization the telephone.

or once the software house which never answers its phones did. Telecom Soft are the parent company of Rainbird, Firebird and Silverbird besides being a subsidiary of BT. Heading for a Christmas release is Silverbird's Classic Doglight, a death or glory fight for survival at the controls of a World War I biplane, priced £1.99. Soon after that we should expect the poetically inspired Tyger Tyger. Here the brave payer will take the role of Lance Tyger, searching for a magic key to unlock the ogre's prison. Armed with a gun, flame thrower, bazooka and a few sticks of dynamite, can you succeed where others have failed? £7.99 will let you find out.

The strangest release, though, is Fish. Here you play a goldf shin whose, uh, flippers (?) the fate of the world rest. As the latest Magnetic Scrolls release, rt costs £15.99 on +3 disk. Even more eagerly awaited than that will be the conversion of the bes. 16-bit game of '88 - Starglider II. The original game was even better on the Speccy than the ST, so let's hope for another brilliant conversion.

GOLDEN PROSPECTS

As you'd expect from US Gold they've got a veritable swarm inot quite what I mean, but you get the message) of glittering releases planned. While details are a little vague (now where's my game of Scenario Simulator?) the titles certainly sound interesting, so keep your eyes peeled for Last Due! (a racey racing game), Human Killing Machine (the follow-up to Street Fighten, Black Tiger (arcade adventuring), Forgotten Worlds (umm . . . forgotten, actually!, but like the previous three it's by GO!/Capcom). Games Summer Edition (more sporty act on from the Epyx folks), Got Crazy (yah, zip, weese . . . (wallop, shut up -Edi), and Out Run Europa (the follow-up to something memorable, but I've forgotten what it

Also hoping for some New Year Smashes is the genuinely American software house Electronic Arts. They have four games planned for the first quar ter of the year. First off there's Skate or Die, here you start in Rodney's skate shop able to select your skateboard, check high score, register for competition or go for practise. There are five events to choose from including Ramp Freestyle, Downhill Race, and Ramp Hill Jump. Each is modelled on a professional skateboarding competition, but luckily on the computer there is no chance of you going albow over shoe ace. it's also cheaper than most boards at £8.95 cassette and £14.95 +3 disk.

Another sporty type game is Ferrari Formula One which brings together the full 1986 Formula One Grand Prix Season. The game will feature sixteen tracks (including Brands Hatch Rio and Monaco), and an option to either test the car or race against some of the world's best drivers. Another ace simulator due to appear early next year is Chuck Yeager's Advanced Flight Trainer. This offers four-



▲ Trick riding in BMX Freestyle (Code Masters)

teen aircraft to choose from, including a Spitfire and an advanced experimental jet. You can either test these or race over six courses against six different computer controlled apponents - Chuck's away! And finally we've got the decidedly lesssophisticated Chainsaw Warrior, allegedly a combination of Steve Austin (The Bionic Man) and Rambo. His mission is to save the world from killer zombies in less than an hour, but who'll save the world from him?

GREENPEACE ON BUDGET

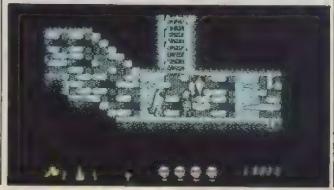
Interceptor (Flayers, Pandora etc) are keeping their cards close to their chests, but they

have admitted to a release called Biosphere

Also keeping a low profile are Incentive. When I tackled them on the telephone I was told that we are enhancing the Freescape technique, and have big plans for 1989' (huh, haven't we all). Expect details as soon as we have them. And ditto for both Hewson and Infogrames. In fact Hewson are releasing Eliminator for a start, wonder why they wouldn't tell us?

One software house always happy to talk about their forthcoming releases are Code Masters. On the budget front expect BMX Freestyle and Death Stalker. They also plan to produce a series of games throughout '89 based on the

▼ De a darling and buy Code Masters' latest – Death Stalker



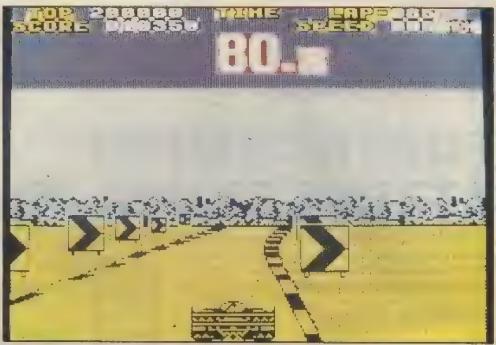


exploits of Dizzy, a small eggshaped character first introduced in the game *Dizzy* (78%, Issue 46). (See, didn't mention 'eponymous' once!)

Titus, who allowed Crazy Cars to screech onto your Spec-trum will soon have Fire and Forget whizzing around in your computer. Starring the Thunder Master as the ultimate driving/ shooting hero, this is set over six battlegrounds filled with aggressive tanks and helicopters. Following close on its heels should be Galactic Conqueror. Hopefully available in January it will apparently be 'a space arcade 3-D shoot-'em-up with lots of strategy to boot' (quote Titus's lan Higgins). You take the role of a brave spacefaring hero who has to battle his way across many planets trying to stay alive long enough to get paid for the job in hand. After that February should see the release of Crazy Cars 2. The sequel will be as full of rip-roaning racing action as the original, but new features will include skids, crashes, and the boys in blue - so don't get caught speeding, because even if they can't catch you they can set up road blocks.

GREMLIN'S HORDE

Sheffield-based Gremlin Graphics have a busy few months ahead of them. Christmas will see the release of loads of comp lations (see page 92) as well as **Motor Massacre**, **Gary Lineker's Hot Shots**, **Techno Cop** and **The Muncher** (previously billed as *T-Rex* – 80%,



▲ 24-hour racing in Ocean's WEC Le Mans

Issue 56). What can we expect to see in 1989, well early '89 wil see the release of two 'excellent Magic Bytes products. Paranoia Complex and the eagerly-awaited Tom And Jerry. The eternal battle between feline and rodent will continue with this March release. In a more serious vein Hostile (Terrain Encounter), Dark Fusion, and Butcher Hillshould be with you 'soon'.

Imageworks, the new label from Mirrorsoft, plan even more

death and destruction with the release of the coin-op conversion of **Atari Games/Tengen** Inc's mega hit **Blasteroids**. Their aim is to duplicate the coinop game, and where possible enhance it . . . we can hardly wait!

Activision have been rather quiet for a while, but that's certainly going to change in 1989. Appearing on their Activision and Electric Dreams labels will be Incredible Shrinking Sphere, SDI, Time Scanner.

Die Hard (licensed from the Twentieth Century Fox film starring Bruce Mounighting Willis). On top of them there's conversions of five Sega coin-cps, namely Galaxy Force, Altered Beast, Hod Rod, Sonic Boom, and Ace Attacker.

OCEAN RACING

RoboCop, Operation Wolf and Batman are hard games to follow, but Ocean claim not to be worried. Firstly there's the coinop conversion WEC Le Mans, based on the 24-hour Le Mans race your aim is to screech around the track and burn up all opposition. Or if you'd prefer to bash a few Ninjas there's Dra-gon Ninja. We saw the Taito arcade version and a very good game it stoo, with plenty of martial art fun. Also due out is another of their big film licences - The Untouchables. One computer game version has already been written, and scrapped because it's not up to Ocean's admirably high standards.

GRANDSLAM ARE GO!

'Thunderbirds are go' was the catchphrase echoed by thousands of young children every Saturday morning as they watched the danng exploits of Scott, Virgil, Alan and the rest of the Tracey family, as International Rescue blasted off into danger. And indeed many kids are still thrilling to the adventures with the Thunderbird episodes now available on video. Grand-

▼ Post-apocalyptic racing action in Gremlin's Motor Massacre





Street fighting in America with Dragon Ninja (Ocean)

slam are obviously all Thunderbirds fans, because in February they plan to release Thunderbirds—the computer game. The story joins the famous Tracey family in a four-way-scrolling graphic adventure in which The Hood has made a video of the Thunderbird craft whilst they are on a rescue mission. Being more a state policeman who is arrested for refusing to fire on a group of unarmed demonstrators whilst on crowd control duty. The favourite game show in 2019 is a bloody entity known as *Running Man*, with innocent people conveniently being dubbed 'criminals' for the sake if this show. These are then



camera-shy than Michael (photography) Parkinson the Traceys have to get this film. But things aren't always easy in the hero business, because as they chase Mr Hood a series of natural disasters call for International Rescue's attention. But at least Lady Penelope and her Parkerchauffeured pink Rolls Royce are on the Hood's trail as well. So will the Traceys avert a global disaster whilst nabbing the villainous Hood, or will Parker h'accidentally crash the Roller h'and ruin Lady Penelope's new hair-do. Find out when the game arrives in February

Based on the novel by one of the masters of the macabre Stephen King, The Running Man is the latest film to star ex-Mr Universe contestant and all round nice guy Arnold Schwarzenegger. It is also the latest blockbusting movie licence to be snapped up by Grandslam. Set for release in early 1989, The Running Man will place you in the year 2019 as Ben Richards,

hunted through a maze of dungeons and caves by sadistic villains for the entertainment of a bloodthirsty audience. And guess who has been put into this nightmare situation? It will take all of your skill and cunning to survive this one Arnie, if it's anywhere near as good as the film, then you'd better start saving up!

GHOSTS 'N' MUNSTERS

Palace, after the hack 'n' slash fun of Barbarian II, will have two games on release in the new year. First on their Outlaw label will be Cosmic Pirate, a swashbuckling tale of life in the starry void. You will have the chance to play an infamous space pirate who zips around in his little star trolley blasting all who get in his way. To be even better at this you should do a little trading to acquire yet bigger and better weapons.

Secondly, and on their own label, Palace will be releasing Monster Museum, a macabre little tale in which you play an unfortunate individual who accidently gets locked in a museum for the night. Well, you decide to make the best of it and wait until the owner appears in the morning. But unable to sleep you decide to go for a bit of a wander and explore the spooky looking place. Suddenly you are attacked by the exhibits who have eerily come to life. It then becomes a case of staying alive long enough to see the morning, and as the exhibits have a nasty habit of trying to kill any mortal souls they find, the chances of

survival seem pretty slim.

And speaking of spooky happenings, Alternative Software's new label Again, Again will soon be releasing the computerised version of the hit Channel 4 series The Munsters. Mockingbird Lane is a quiet suburban area filled with well manicured lawns and Elm-shaded streets, so what on earth is that large Victorian monstrosity doing there? The building in question is No 43 Mockingbird Lane, and to see anything more monstrous than the building, you have to look inside and take a peek at the occupants. There's Herman Munster, the head of the Munster household whose favourite pastime is digging, then there's his wife Lily, an ordinary (!!) housewife and mother to their son Eddie, who with pointed ears and fangs will probably grow up to be the family Wolfman. Grandpa Munster is a Vampire, he is also the family practical joker, though luckily time has dimmed his memory, so his former evil powers are now used for harmless mischief. Finally there's Marilyn who is the niece of Herman and Lily, but with a creamy complexion, rosy cheeks, blue eyes, and long blond hair, she looks most un-Munster like, but the family love her. Ahhh.

That's the family introduced, but what about the game? Well, Marilyn's gone missing and you must go and find her. If you're told any more than that, we'd have a tough time writing an interesting review next month! So, until the next time we meet....



